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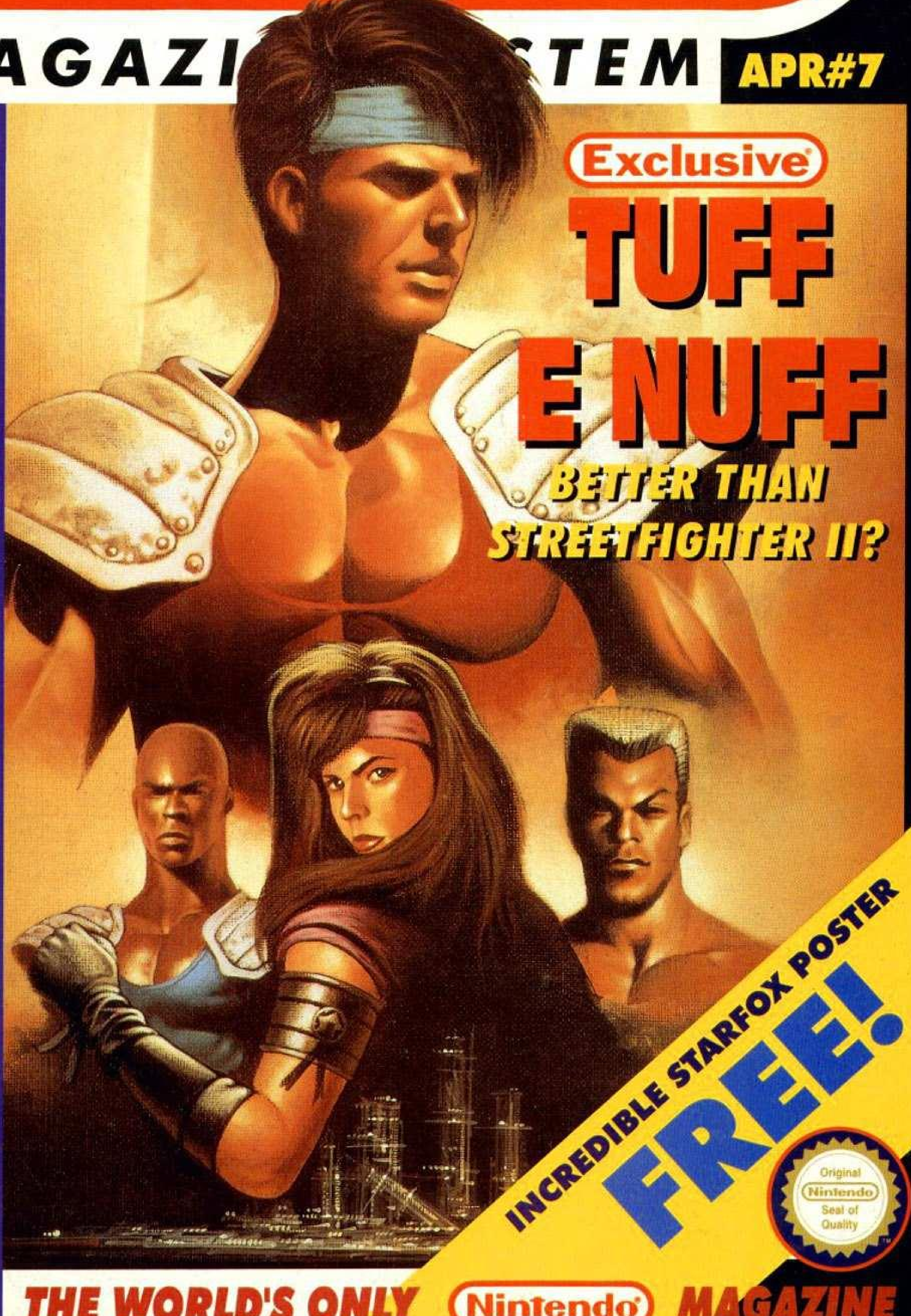

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- FIRST SAMURAI

NES

- BOAT DUEL
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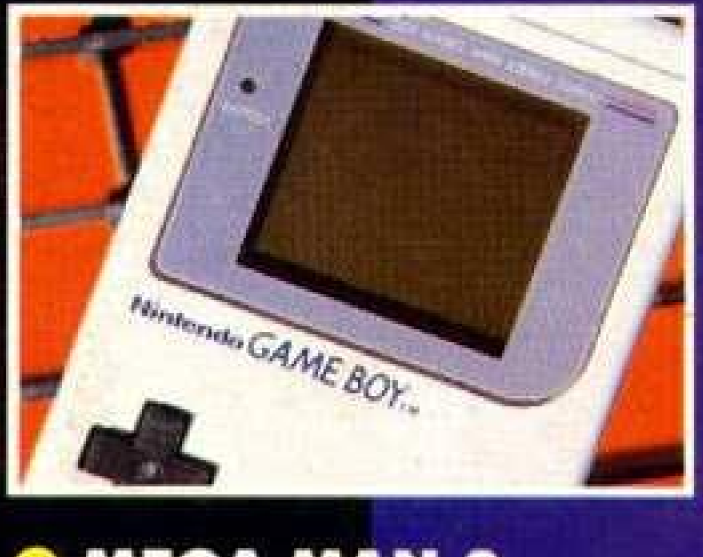

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ISSN 0965-4240

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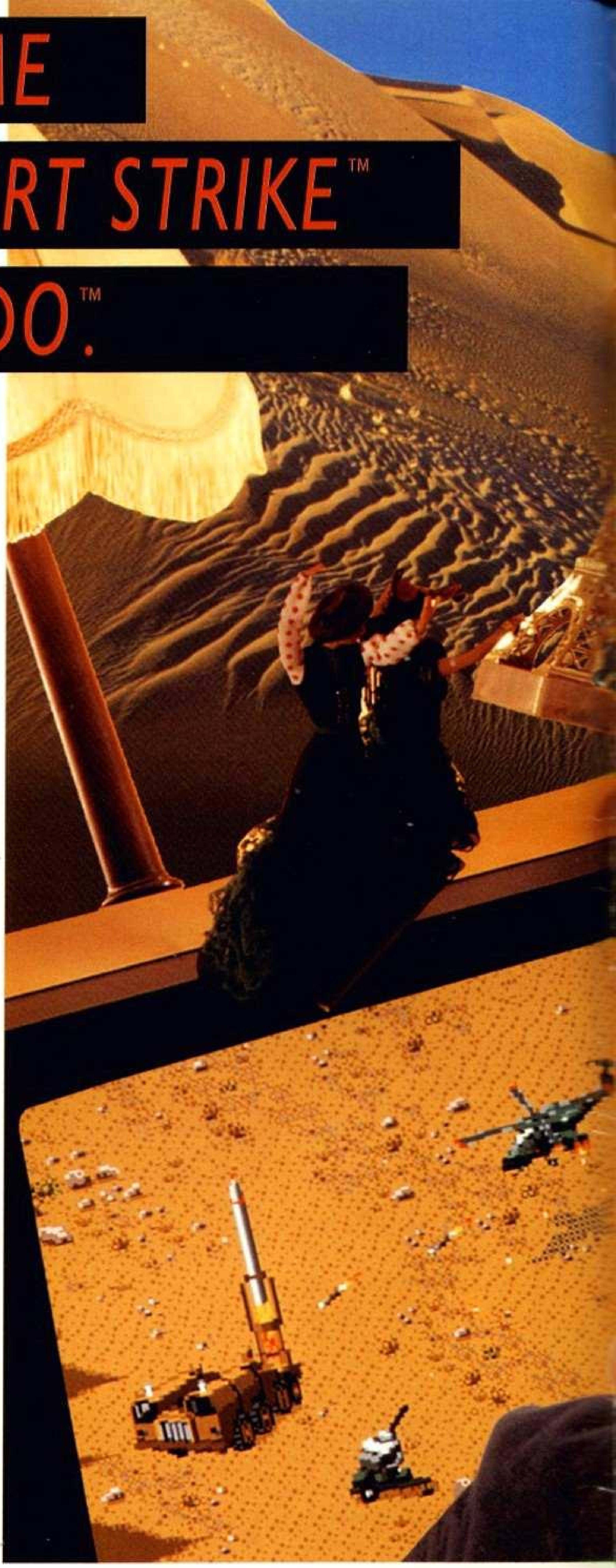

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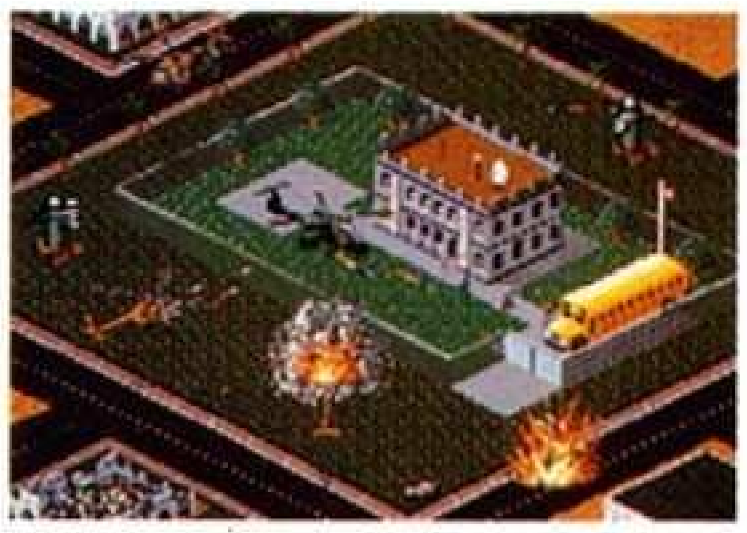
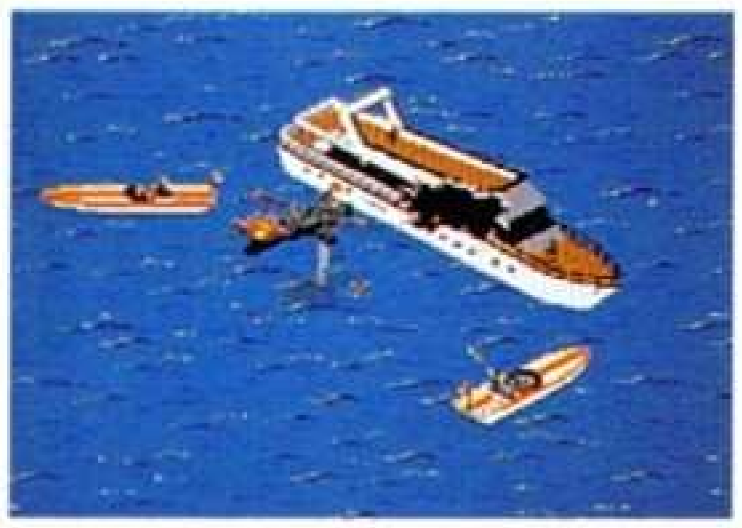
"MegaDrive Desert Strike is a classic and so's the SNES game – get it now" C&VG

"It certainly ranks as one of the best blasters on the (SNES) system" GamesMaster.





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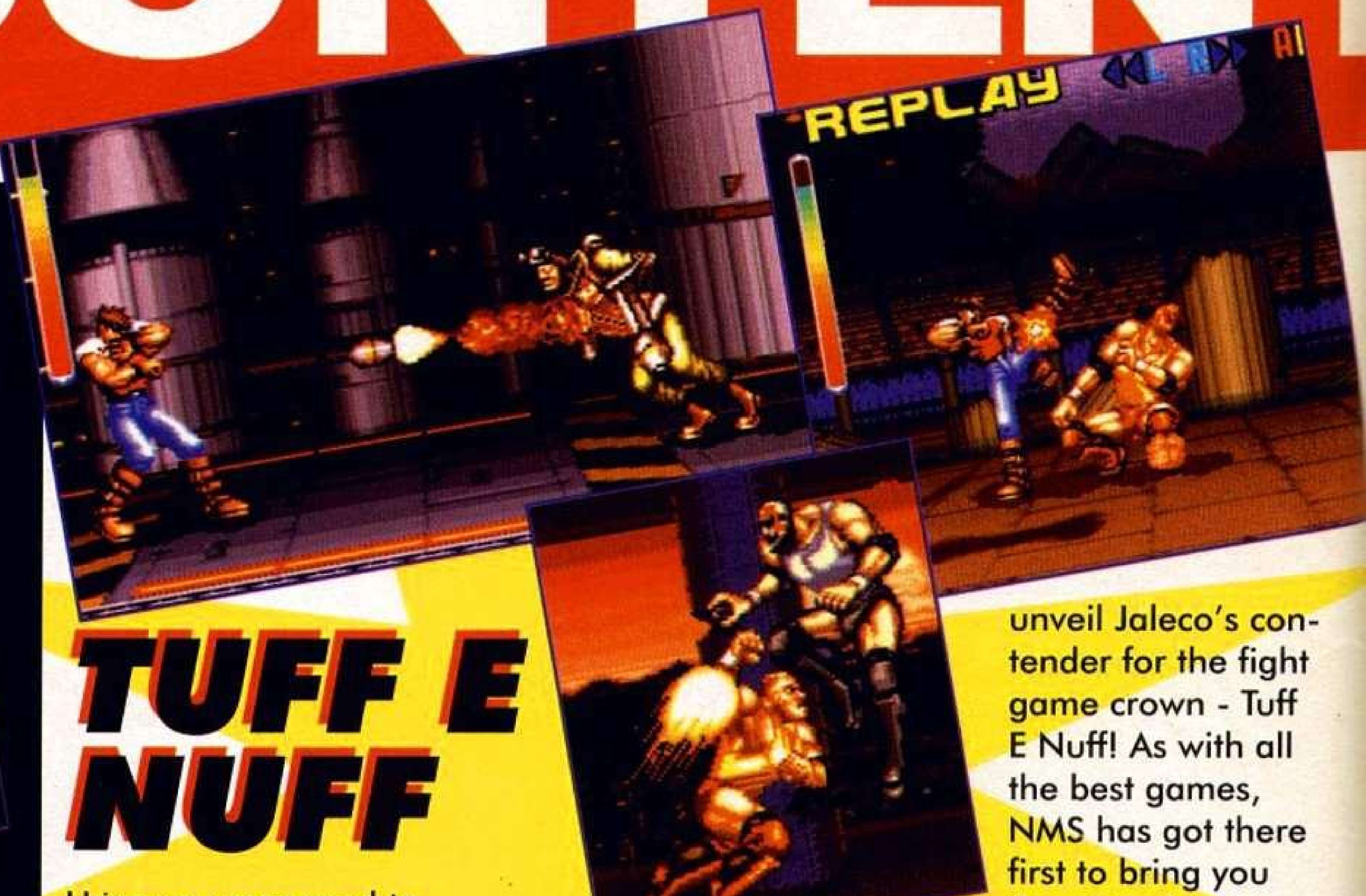
COVER STORY

APRIL ISSUE 7



TUFF E NUFF

Have you managed to score a perfect against every fighter on Street Fighter II? As a result, has your life seemingly lost all its meaning as you enter the wilderness between Street Fighter II and the next half-decent beat 'em up? If so, your wait could be shorter than you think because this month we unveil Jaleco's contender for the fight game crown - Tuff E Nuff! As with all the best games, NMS has got there first to bring you the Complete Lowdown on this potentially brilliant beat 'em up. Turn to page 22 for everything you need to know!

SUPER NES REVIEWS

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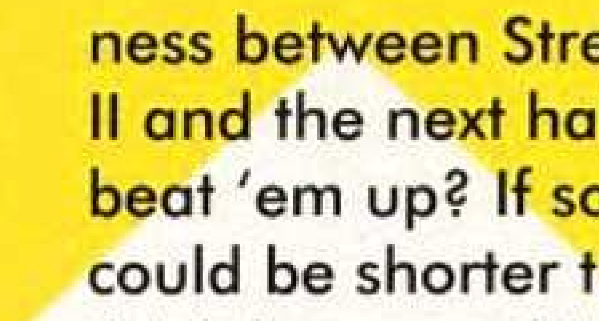

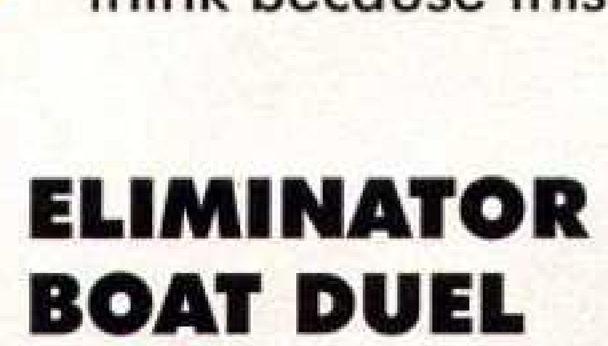

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FREE! INSIDE

INCREDIBLE, DOUBLE-SIDED POSTER

BRAWL BROTHERS

It's fighting time again, as Jaleco's Brawl Brothers hit the super nes - and loads of other people, too!

FIREPOWER 2000

Super SWIV to you and I, and another blaster to add to the list, can it beat the likes of Axelay at its own game?

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NEWS - 10
Ooh, it's a busy life on the Nintendo newsdesk. What with Ocean, Interplay, Elite, and SNK releasing all manner of new titles for the Super NES, NES and Game Boy. If you want to know what's happening, this is the place to be (Copyright Crap Cliches Ltd 1993).

Q&A - 52
The sun may indeed have its hat on. But all the hip, hip, hip hoorays should be directed towards Jaz as he dons his extra-tough answering trews to soothe your troubled brows. But please: no more questions about the Colour Game Boy. There's nothing to see, absolutely no details, and no matter how much you ask we cannot answer your queries...

SEAL'S MAIL BAG - 56
SEAL empties another bulging sack of its fish-smelling contents to reply to your complaints and praise in his usual, er, distinct style. He's the aquatic mammal with the most. But, then again, the competition's not that hot is it? I mean, I suppose there's Marina out of Stingray, but she can't talk...

NHS: NINTENDO HELP SYSTEM - 60
What do we do when the scale down St Bart's as part of proposals to "streamline" the Health Service? Do we get on our high horse and shout about the government conning the populace yet again? No - we give you more pages packed with all the medicine you need to help you through the symptoms of sadness. Pass the gloves, nurse...

WILL YOU EVER? - 66
A new idea, and a rather hot one if we say so ourselves. Ever wondered what the end of Axelay's like, but don't possess the skill necessary to get there? Hah! Well, it's a good job we're not similarly afflicted then, isn't it? Yes indeedy, revealed here in all their colourful glory are the end sequences of all the best games. This means that the really devious among you can then lie to your chums telling them that you're well smart and have completed countless games...

CHALLENGE - 84
A different slant is added to the NMS challenge this month, as we abandon our trusty consoles and sit around the Monopoly board! Who cheated? Who was the banker? Why was Steve sitting on a rubber cushion? The answers are all here - well, except to the last one.

CHARTS - 102
The all-important NMS charts return, with details of the top-selling NES, Super NES and Game Boy titles. In addition, the NMS staff chart also returns, with the same old faves making appearances as we argue to get the likes of Tiny Toons and Kirby into the chart.

INDEX - 104
We've spring cleaned (spring clun?) the Index this issue, and NES owners will be pleased to note that this very issue's is dedicated to their system, with Game Boy and Super NES to follow. Every NES game comes under scrutiny, and is duly rated by our good selves. It's everything you could wish to know.

NEXT MONTH - 114
This is the page where we draw straws as to what is most likely to be in the next issue. If we were to lie, it would say things like 'Colour Game Boy - Exclusive Review!' and 'Street Fighter III' On The New Mega NES Console - Scoop!' As it is, we keep our cards close to our chest so that, next month, you are all pleasantly surprised...

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FINAL BIT
The results of the NMS 'Bunking Off Excuses' competition are as follows. The names have been omitted to protect the ingenious. (Heh, heh, heh... the Phantom Subber returns to ensure justice will prevail!)

1. 'Security alert at (add station here)...'
2. 'Dodgy washing machine...'
3. 'Relative grief (add lstricken family members here)...'
4. 'Car crime...'
5. 'I was here until (add unfeasiblylong time here)...'
6. 'My mate wants me to be agony aunt...'
7. 'I'm a media star - my public need me...'
8. 'I've got this top lunch date...'
9. 'Cough, cough, I won't be in today <click>...'
10. 'The nurse wants to look up my bottom for three weeks.'

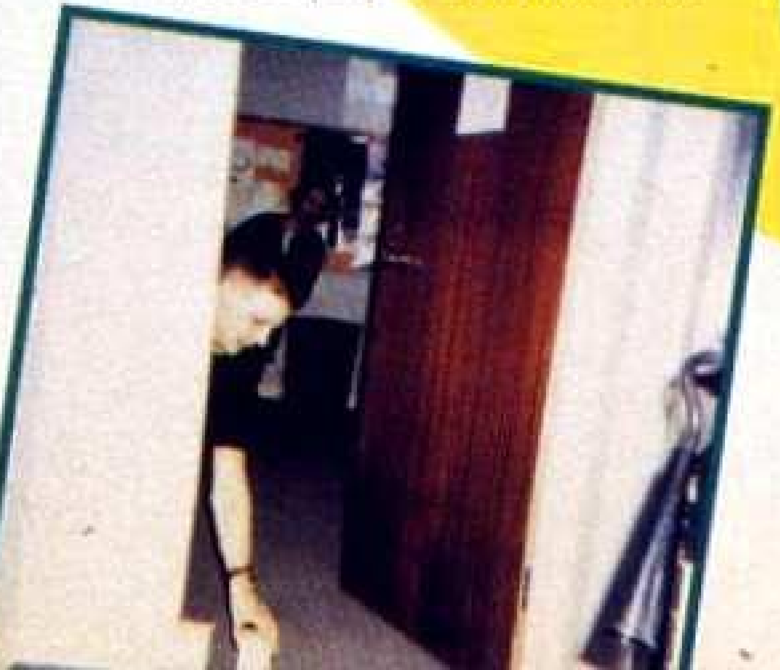
EDITOR

Welcome to another blah blah blah and all that. Now then, down to business. There's a lot happening in the world of Nintendo right now, and you need to know about it. In case you're not aware, and you'd be amazed how many people aren't, there's been a price war been raging across the Atlantic - with machine and software prices coming down all the time. It's too early to say whether the same is going to happen here, but since everything which happens in America tends to happen here about six month's later, there's more than a passing chance that the next few months are going to be very interesting indeed. The first indication comes with the price of Star Fox, which will be set at £40 - SFX chip and all. It really does look as if the £65 cart could soon be history, which can only be good news for everyone. Talking of which, check out our news piece on the Game Boy equivalent of the SFX - a technical bolt on set to blow new life into hand-held gaming and keep Nintendo right at the forefront of games technology. And if you want my opinion, chances

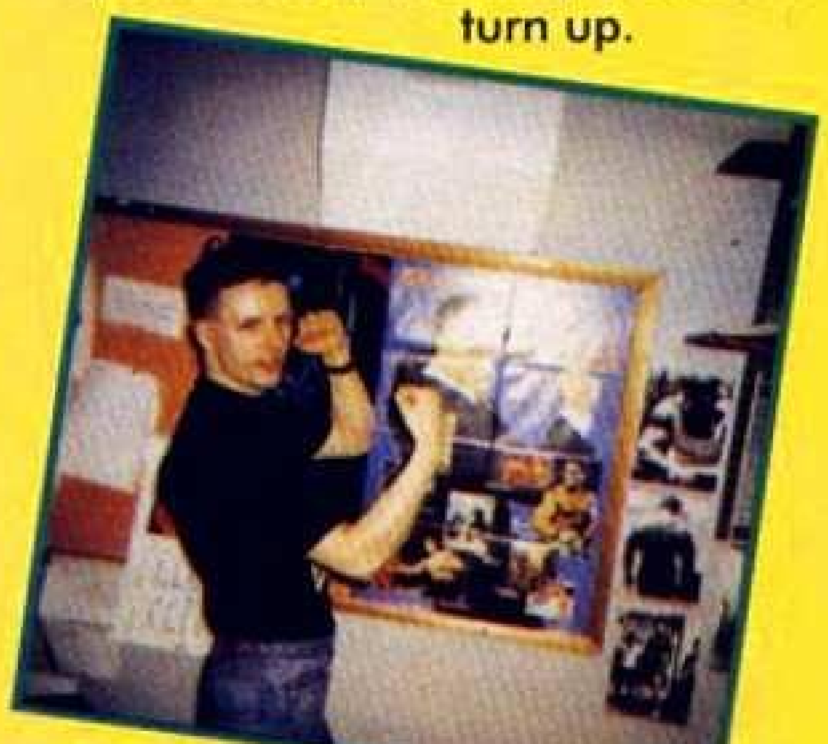
A DAY IN THE LIFE 002

Following last month's shock expose of Rad's punishing professional schedule, this issue throws the spotlight on a typical day in the life of NMS creative cataclysm and protein milkshake afficiendado Gary Harrod. From the mailbag we get it seems some of you, believe it or not, quite envy his job. Most people seem to think it's just games, games, games, for the crop-headed Arnie fan whose pussy photos are the most creative items to be found on his Mac. Anyway, in order to prove that Gary's schedule is no less punishing than his "hilarious" one-liners, we take a look at a typical Harrod day...

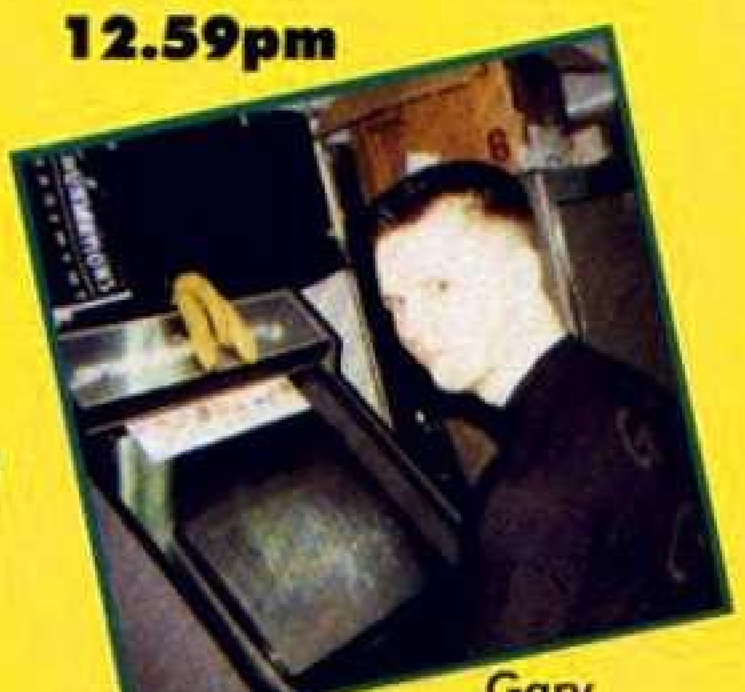
9.00am
As the rest of the crew struggles into work, Gary gets in early because he knows the milk has just arrived and he whips most of it to go in his 'health diet' of stink shakes. Of course, the rest of the building realises the importance of Gary's calcium levels and is only too happy to go without. Heaven forbid that he should pay for it himself.



11.00am
Tim calls a meeting to discuss the latest issue of NMS. Ordinarily, Gary would be much too busy to attend. This time he makes a special effort, and simply doesn't turn up.



12 NOON
The meeting ends and Gary is back at his desk, arms folded, staring disapprovingly as the rest of the crew walk back in. His rage at our tardiness is so great that he retires to the Games Room and proceeds to add new meaning to the word shame on the last levels of Star Fox, stroking his goatee in anger.

12.59pm


Gary emerges from the Games Room and mimes disgust as people dare to take their lunch break and walk past his desk. On goes his latest Hell's Puke CD and out comes the obligatory bunch of bananas (lunch).

2.00pm
Gary emerges from the Games Room to stare disapprovingly as people return from lunch. He's so incensed by this slack-happy mentality he retires to the Games Room in order to vent his professional frustration on our Streetfighter 2 machine.

3.00pm
He's very angry today, and still in there.

5.30pm
Gary emerges from the Games Room to stare disapprovingly as people leave. Depending on individual workloads, this can take hours - but he's got a

IAL

are we're going to see a 32-bit CD-ROM unit before the end of the year - together with new concepts n games hot from Nintendo HQ. So as prices fall and technology rises, there's probably never been a better time to play games - and if you want to know all about that, you're in the right place. See you next month!

TIM BOONE

special stare for everyone and waits to deliver it.

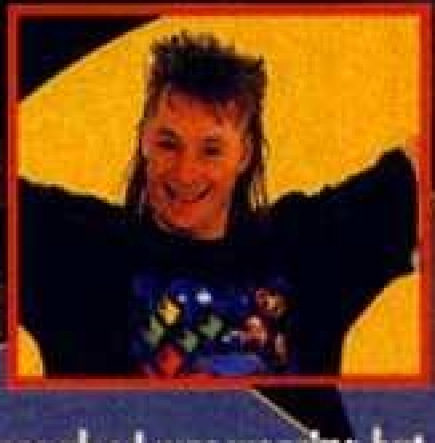
7.00pm
Gary goes "down the gym" - a strange process involving lots of men in jock straps and something he describes as "Pumping Iron." Some people think he phrase should have an S on the end, but we digress...

11.00pm
The long day's slog is over, so Gary relaxes by banging out 20 NMS pages n 60 minutes flat. Then he's home to bed and the process repeats itself again.

So, conclusive proof that the life of the NMS Art Editor is BACK-BREAKING TOIL! Does this mean that all those people who want his job are going to stop writing in? Of course not! Despite this punishing daily workload, the boy Harrod is living proof of just what is possible with some milkshake, a bunch of bananas and full frontal lobotomy...

NINTENDO PEOPLE SYSTEM

JULIAN "HICKEY" RIGNALL

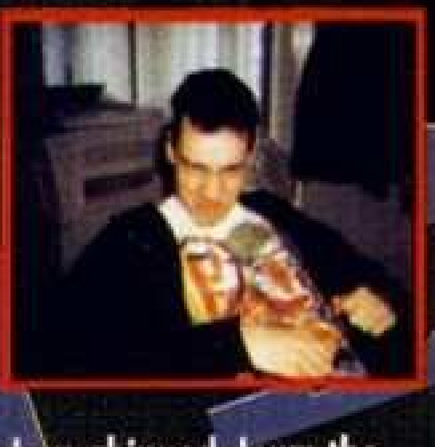


"I was at this party once enjoying a couple of low-alcohol lagers when I noticed that I had become the focus of one rough-looking young lady. It must have been the beer goggles I was wearing but I soon found she had attached herself to me. Imagine my horror when I woke up later to find she'd left me with an enormous love-bite. Worse still, the whole town knew about it - and in a place Aberystwyth you can't run from a shame like that!"
CURRENT FAVE GAMES: STARFOX, TUFF E NUFF, A MEGA-SECRET GAME CURRENTLY UNDER PLAYTESTING!

TIM "SQUADDIE" BOONE

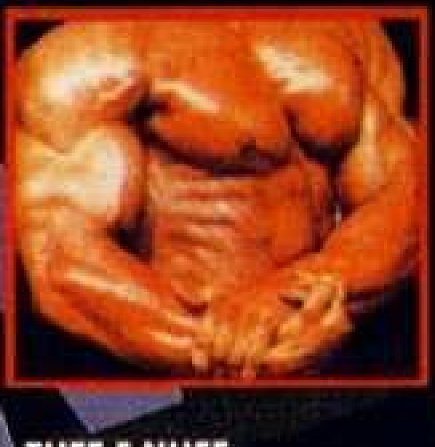
"I was on this Press trip to Central America with the Army and got taken out for a few sherbets with the soldiers. Several hours later, and about £100 lighter, I staggered off and fell head first into an open sewage ditch. I lay there for ages - it was so warm and comfy - before crawling off to bed. I remember thinking the mattress was a bit lumpy, and woke up the next morning to find I'd been sleeping on a loaded SLR rifle!"
CURRENT FAVE GAMES: STARFOX, TUFF E NUFF, TURBO STREET-FIGHTER, TETRIS 2, THE SECRET GAME

STEVE "KHAZI" MERRETT



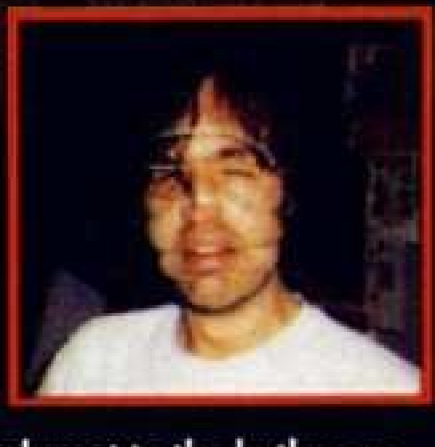
"I was at this party once and was enjoying a glass of apple juice when I found myself in need of a visit to the little boys' room. I located said room and performed the necessary and tried to leave. Imagine my horror when I found out that the lock had broken. I tried in vain to free myself but to no avail, so I crawled out of the window, shinned down the drainpipe and went back into the party. About an hour later I felt 'the urge' again, but for some reason there was a queue all the way down stairs...
CURRENT FAVE GAMES:STARFOX, TINY TOONS, PLAYING WITH NURSES

GARY "TARZAN" HARROD



Gary is, of course, much too hard to have had any embarrassing party moments. We know different, however. Just ask any EMAP employee who witnessed his bare-chested Christmas party antics. Mere words could not do it justice...
CURRENT FAVE GAMES: ART OF FIGHTING, STREET FIGHTER II - HYPER FIGHTING, TUFF E NUFF

ANDY "WRIGLEY" MCVITTIE



"I was at a party where I didn't know anyone, so, being the shy retiring type that I am, I just sat in the corner taking large swigs from my bottle of lemonade. Suffice to say that I was soon too 'tired and emotional' to stand. However, I somehow managed to stagger home, awoke fully clothed except for one shoe and went to the bathroom for a shower. Imagine my horror when, on taking my underpants off, I found a half-chewed bit of chewing gum - firmly attatched. How it got there I'll never know, but it took me ages to get it off!!"
CURRENT FAVE GAMES:STARFOX, KI KI KATAI, THE SECRET GAME

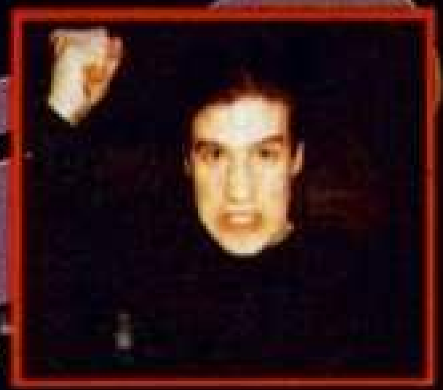
RADION "ZANUSSI" AUTOMATIC

"I was at this boring party when my mate started to do his party trick, which was that bit out of 'Aliens' where the guy stabs around his hand with a knife. However, he was a bit too 'worse for wear' and kept stabbing himself. The sight of this caused me to laugh so hard that I fell off my chair, knocking the fridge behind me over. Unfortunately, it fell on top of this poor lad trapping him. It took us over half an hour to get him out."
CURRENT FAVE GAMES:TURBO STREET FIGHTER II, KIRBY'S DREAMLAND

ANGUS "UP THE SHIRKERS" SWAN

"My most embarrasing party moment was when I joined the Socialist Workers' Party. Enthusiastic as I was about my new-found right-onness, the daily rigours of never washing, standing on street corners ranting on about issues of which I knew nothing and branding people fascist wage slaves whenever they crossed the road to avoid me became too much for even my limited social sensibilities." Er, quite.
CURRENT FAVE GAMES:STAR FOX, SUPER TETRIS, ZELDA

PAUL "UNACCUSHTOMED ASH I AM..." DAVIES



"My twenty-first was a night to remember, although I'm blowed if I can recall a second of it. I was supposed to make a big speech, but sadly I'd been slightly too enthusiastic with the Top Deck. As a result my speech ran something like 'Azshff, ahhgh, yer me besht palsh, you'n me againsht the world' before collapsing in front of the assembling ranks of my family. And I still don't know why my Gran's cut me out of her will..."
CURRENT FAVE GAMES:TOP GEAR, SUPER MARIO KART, STARFOX

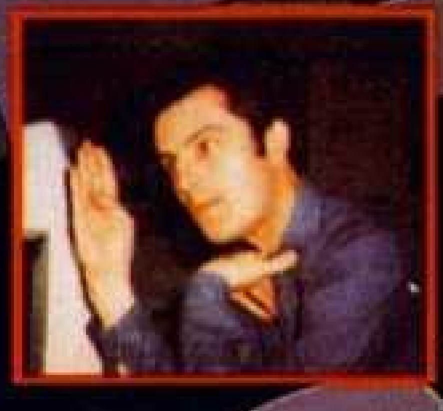
DAVE "PLASTERED" KELSALL

"I used to be in this band called 'The Tailgators.' We'd been playing this gig at the Kaleidoscope in Birmingham and I was enjoying a little medicinal afterwards when I noticed this nice-looking girl beckoning for me to come over and join her. I think I might have been a little too enthusiastic though, because I legged it over and jumped up to land on her knee - breaking her leg in the process. She was a good sort though and came to our next gig, despite the full-length plaster on her leg..."
CURRENT FAVE GAMES:STARFOX, TINY TOONS, TETRIS 2

TOM "BEDHOPPER" COX

"I'll never forget the time a friend of mine invited me and some of my pals to her parents' posh 'do', a rather high-brow gathering. We all figured they wouldn't miss a few bottles of grape juice, and after pilfering a few we snuck off to my mate's bedroom. Soon, we were all feeling nicely refreshed and decided we'd quite like a bit of a sit down. Now, the only furniture in the place was a beautiful wooden bed lovingly hand-made by my chum's father. Sadly, he obviously didn't make his living as a carpenter, for as soon as I lithely sprang upon it the beams immediately cracked and the bed collapsed noisily. Needless to say, my offer of a chipboard MFI replacement was met with a sharp throwing-out."
CURRENT FAVE GAMES:CYBERNATOR, SUPER STAR WARS

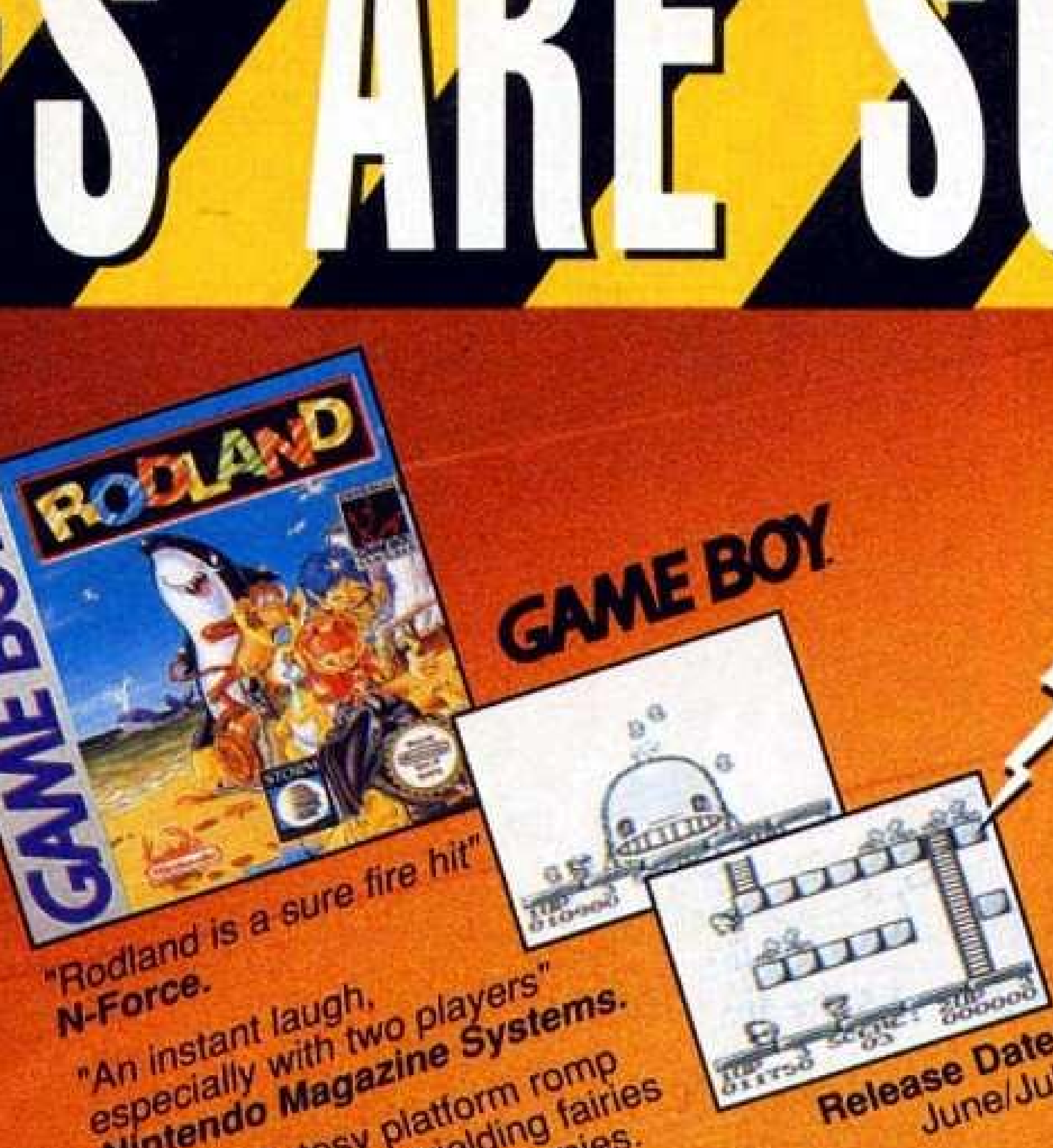
FRASER "ETIQUETTE" GRAY



"There was one time when I was at a dinner party in Tokyo, and when the first course arrived I realised my legs were sloped at a 47 degree angle, the angle indicating the after-dinner mints course, instead of the correct 42! I was blushing for days afterwards, I can tell you."
CURRENT FAVE GAMES:STARFOX, MECH WARRIOR, CYBERNATOR

WARNING! STORM GAM
SUPER NINTENDO
STOR

ES ARE SUPERCHARGED


RODLAND
GAME BOY
STORM

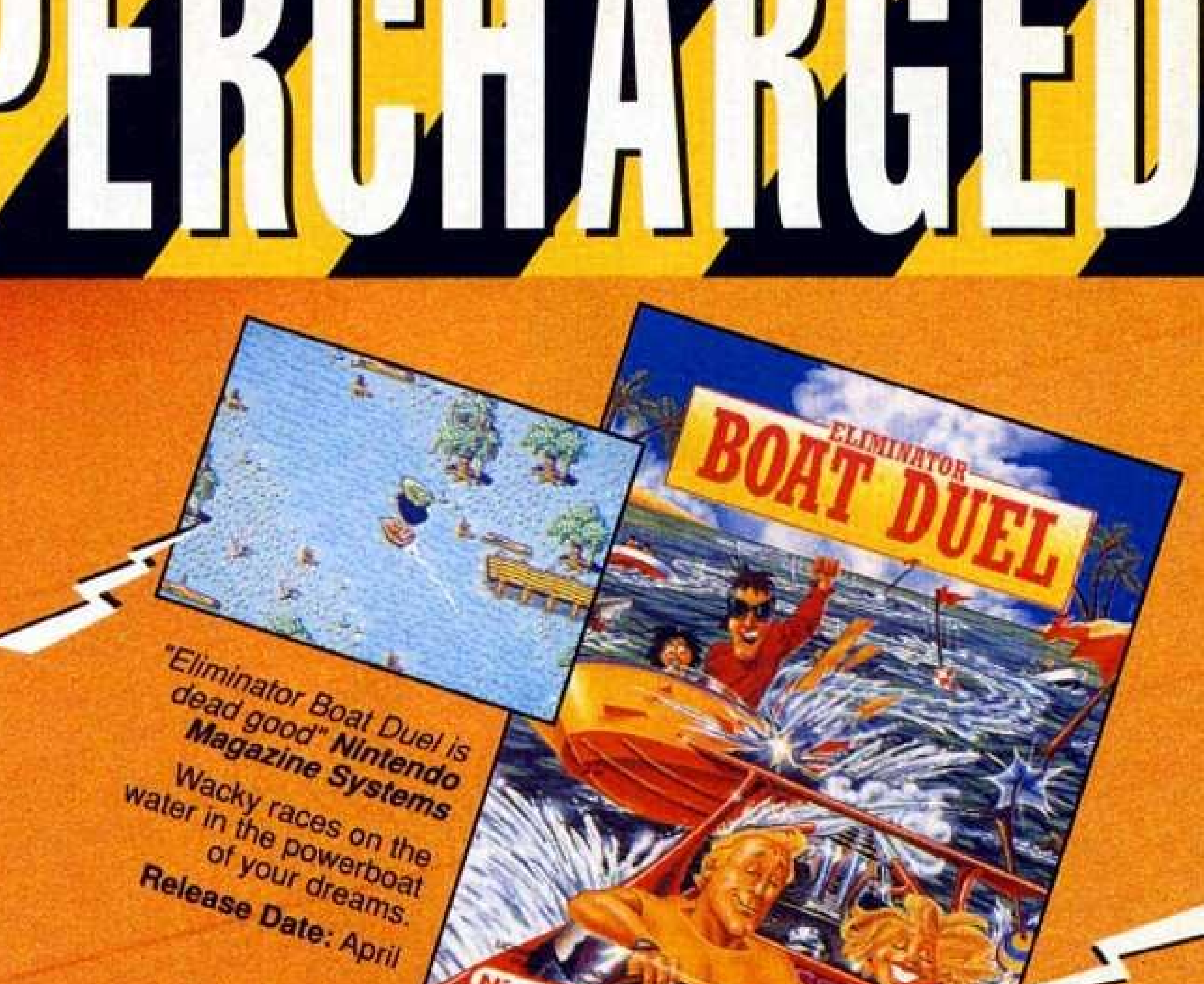
GAME BOY

"Rodland is a sure fire hit" **N-Force.**

"An instant laugh, especially with two players" **Nintendo Magazine Systems.**

Cutesy platform romp of wand-wielding fairies versus furry enemies.

Release Date: June/July


ELIMINATOR
BOAT DUEL
Nintendo
STORM

"Eliminator Boat Duel is dead good" **Nintendo Magazine Systems**

Wacky races on the water in the powerboat of your dreams.

Release Date: April

Nintendo ENTERTAINMENT SYSTEM

Nintendo
"They're a new breed of trouble"
TRODDLERS
SUPER NINTENDO
PAL VERSION
STORM

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

"Brain-warpingly puzzley, magically addictive, you'll be climbing the walls to finish it." **Game Zone**

Help Hokus and Pokus in their missions to save the troddlers before they escape through the teleporter door.

Release Date: July

"It's the sort of puzzle-arcade-maze melting pot that your Game Boy was made for" **GB Action**

Join Catboy and Catgirl in over 100 levels of mind-boggling and compulsive puzzles.

Release Date: July/August

GAME BOY

SUPER SWIV
SUPER NINTENDO
PAL VERSION
STORM

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

"Should definitely figure in your collection" **GamesMaster**

Enhanced playability, graphics and sound in this frenetic shoot-em-up.

Release Date: End of March

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GAME BOY: THE NEXT GENERATION

Rumours filtering through from Japan indicate that a SFX-style superchip is currently nearing completion for the Game Boy. Running under the name of either the IC or ICY chip, the high-spec chip will apparently enhance the Game Boy's graphics significantly enough to allow for fast 3D scrolling. Although other magazines are covering the possibility of Super Mario Kart on the Game Boy as an April Fool, the joke is actually on them because there's every possibility that the game may indeed make it onto hand-held in some shape or form!

According to the details we received, the chip is used to boost the clarity and speed of the Game Boy's occasionally murky screen update, putting an end to the misery suffered by fans of fast-moving blasters. Further details can only be speculated, but as soon as more hard facts become available we'll let you know.

- HARDWARE
- GAMEBOY
- BY: NINTENDO

TENSE, NERVOUS HEADACHE? TAKE ALADDIN

With Mickey Mouse firmly established as one of THE best Super NES platformers to date, Capcom are set to follow it up with no less than Disney's latest - and perhaps greatest - cartoon, Aladdin. Already touted as the greatest cartoon to emerge from the Disney studios, Aladdin recounts the familiar tale in true Disney epic style, with Robin Williams supplying the voice of the imposing Genie of the lamp (and receiving a ten million dollar Picasso for his trouble!). Capcom are playing their cards very close to their chest on what could be the biggest film tie-in of the year - Jurassic Park withstanding - but expect an exclusive Preview as soon as there's something to see.

▲ In-Genie-us Super NES fun (groan)!

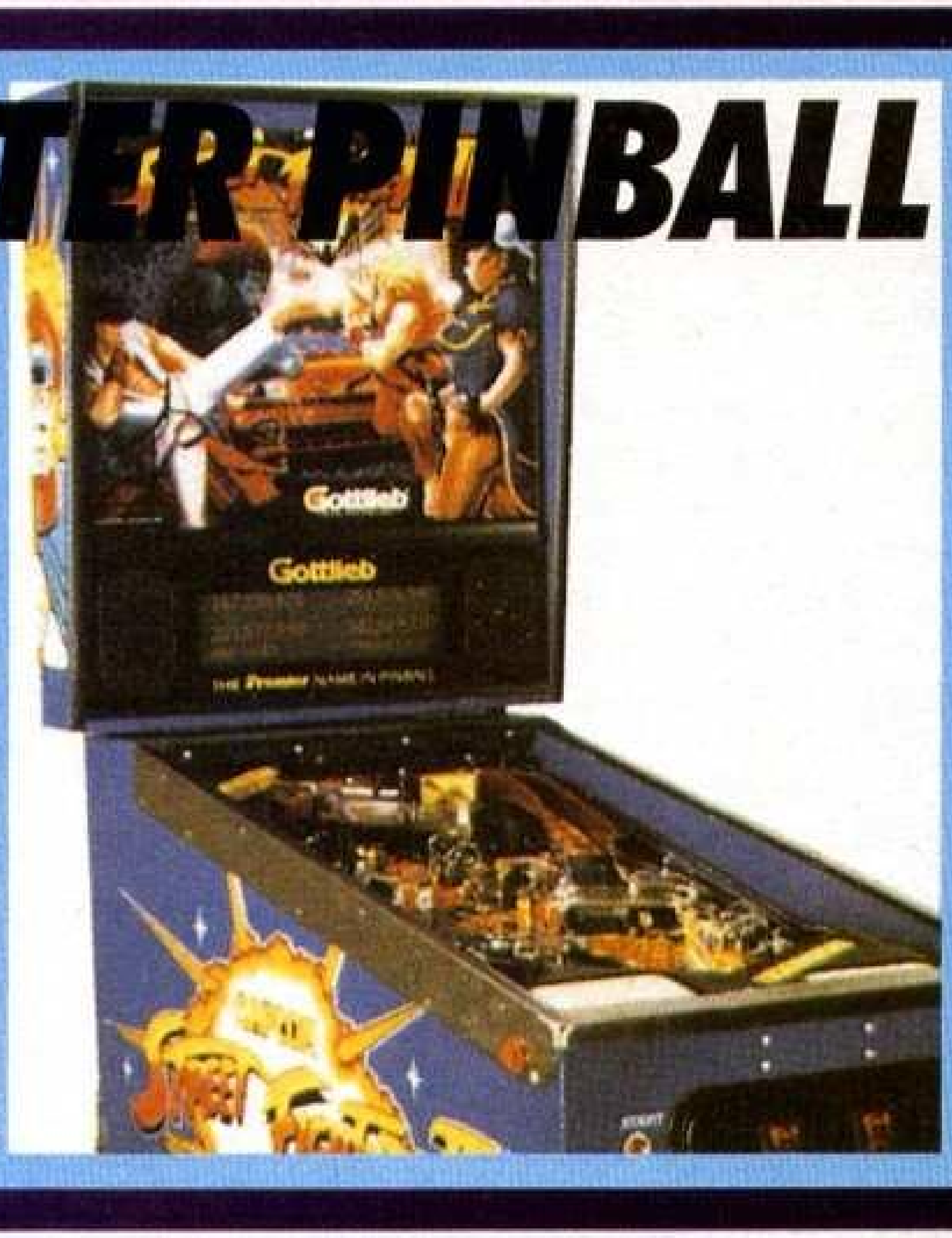
- NEW GAME
- BY: CAPCOM
- SUPER NES

SOUNDS FAMILIAR

Well, it's happened to the Tetris tune, and Super Mario Land was given the rave treatment, but now a new Nintendo-related track is set to assault the charts - and your ears. As you can tell by the title, 'Will You Ever Reach The End?' is a remix of the music used in Nintendo's TV ads. Remixed by High Score Warrior four different mixes are available, and all four are available on vinyl, tape or CD. It's released March 29th, so keep an ear out for it. All we're waiting for now is a track using Nintendo's hypnotic Wario ad for inspiration - heaven forbid.

- MUSIC
- BY:RAPID REC.
- VINYL,TAPE,CD
- RAVE?

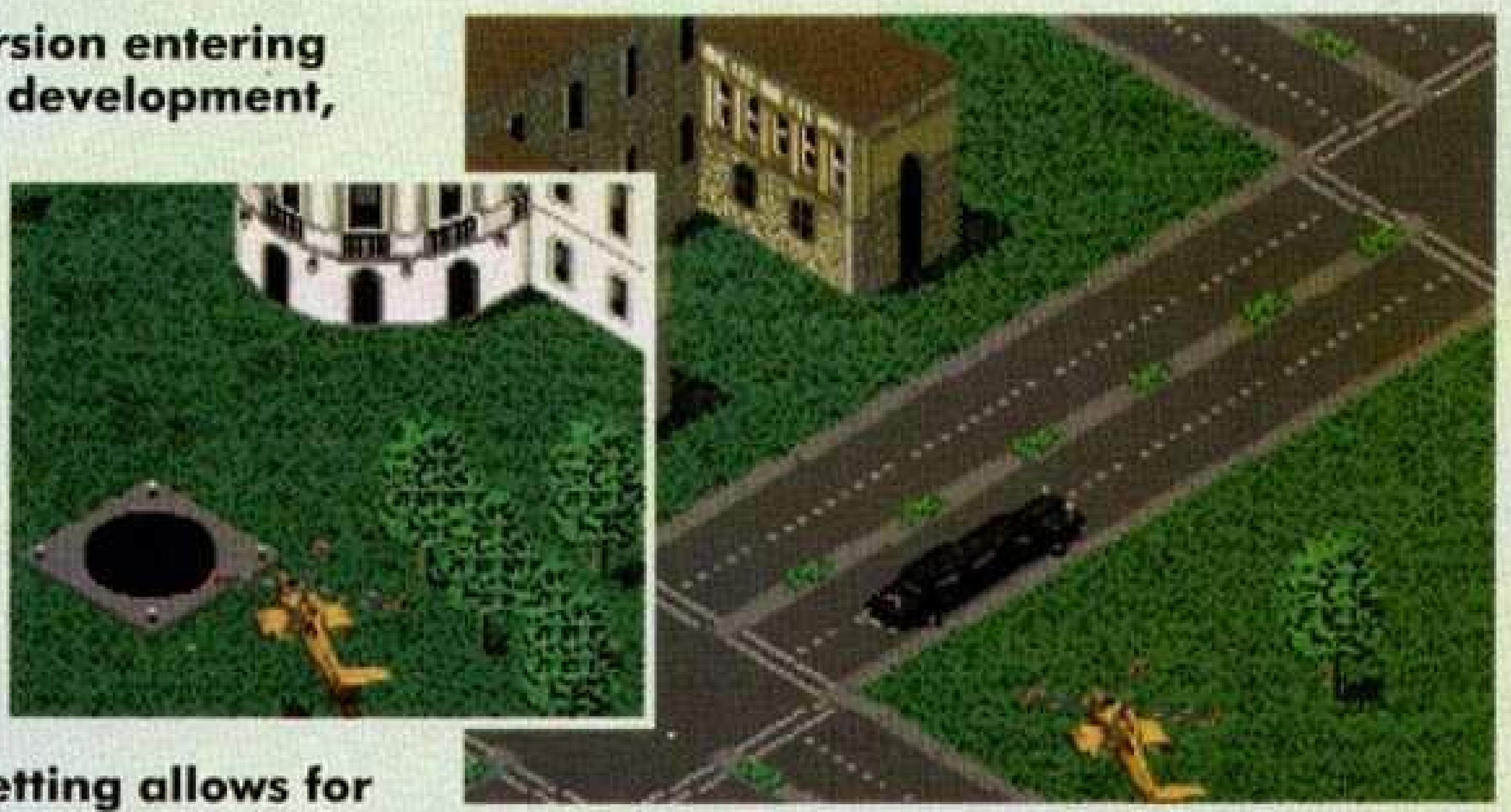
STREET FIGHTER PINBALL



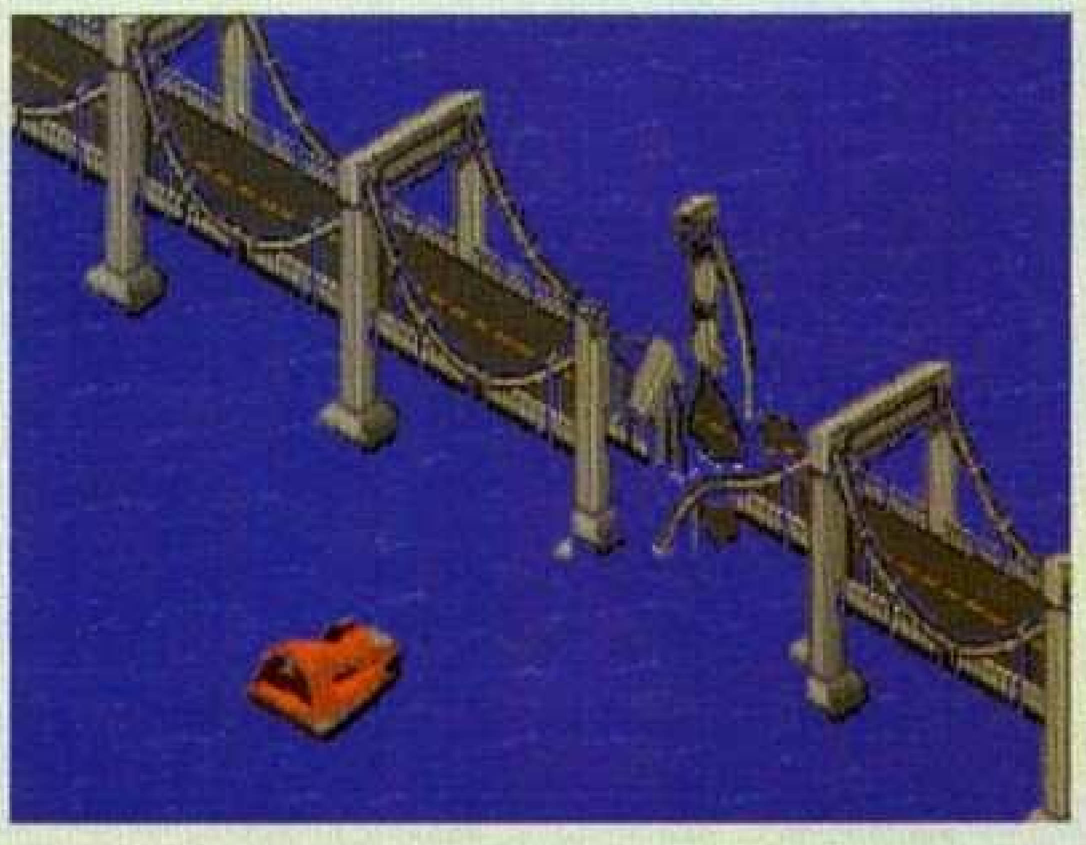
And still we can't get enough! Under licence from Capcom, Gottlieb are set to launch a Street Fighter II pinball table. The reason for the transition of Dhalsim and Co to the nation's pinball tables is that apparently such tables are experiencing a revival at the moment, and instantly recognisable characters from the popular beat 'em up represent the perfect cross-over. Capcom have overseen every aspect of the game, and features include a car to wreck using the ball, and a flipper which apparently emulates Chun-li's Spinning Bird kick. Keep an eye out for this as it will be appearing soon. Don't know about you, but we can't wait to stuff as much cash into the machine as humanly possible!

JUNGLE STRIKE FOR DESSERT

With the Megadrive version entering the last few weeks of development, EA have just announced that Jungle Strike, the sequel to Desert Strike, is also set for a Super NES release. Once again played across a scrolling isometric landscape, Jungle Strike adds a few logical progressions to the original including night missions and the jungle setting allows for well-disguised enemy bases and, consequently, tougher missions. Other additions include a trip to the White House and a new shipment of weapons to install in your chopper - not to mention an interlude featuring a rather futuristic hovercraft. Work has only just started on the Super NES game, but EA hope to have the game ready for an Autumn release.



▲ The 'chopper prepares to take out Take That's stretch limo.



▲ This is a job for International Rescue...

- NEW GAME
- BY: ELECTRONIC ARTS
- SUPER NES

DUMMIES CRASH ONTO THE SNES

Boasting the most potential of any recent licence, comes Acclaim's Super NES and NES versions of Crash Dummies. Abandoning the 'event' idea favoured by the recent Game Boy effort (issue 4 - 86%), both versions instead opt for a scrolling platform mix, with Spin and his fragile mates enduring numerous accidents and mishaps on their search for bonuses. A full Preview should follow next issue.

ELLIOT SNES

Ocean's American counterparts are currently busy converting their old Amiga licence, The Untouchables, over to the Super NES. A real hit in its original Amiga form, Ocean are making the most of the Super NES's better capabilities to produce a game which not only incorporates the original's seven stages, but adds two or three more. Thus, Super NES owners can expect loads of prohibition blasting and body-bag-filling when the game is eventually released in September.

ONE-AH, TWO-AH, THREE-AH...

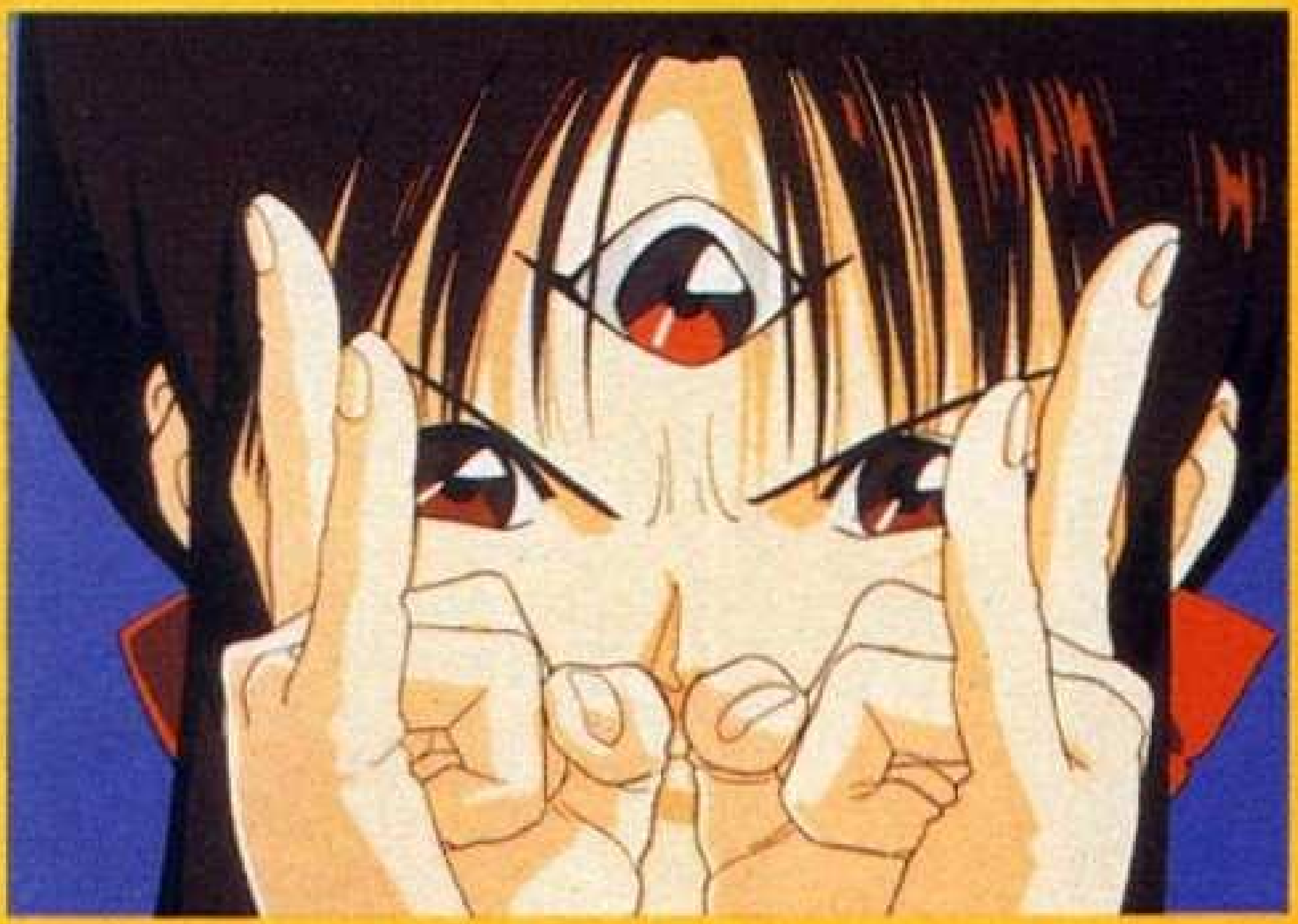
If the WWF bubble still hasn't burst, it's surely because Acclaim keep releasing a series of games based on the wacky and not at all staged events of American Wrestling. Well, adding a little more longevity to Hulk Hogan and his boys, Acclaim are set to launch WWF2 for the Super NES, WWF4 for the NES, and WWF3 for the Game Boy. Expect full reviews real soon.

HOMER SWEET HOME

Word reaches us that Acclaim are working on another Simpsons licence - this time revolving around Homer. Actual in-game details have yet to be decided, but it is believed that the game will be set in Springfield's Nuclear Reactor where the failed father toils for a living. Pencilled in for a Game Boy release sometime in September, it's odds-on that similar NES and Super NES versions will follow.

THE EYES HAVE IT

More Manga action has arrived as the occult fantasy, 3x3 Eyes hits these shores. Based on old Japanese ghost stories surrounding the legend of mitsume kozou (the 'Three-eyed Brat'), the tales were duly converted into comic form and then into this, the animated version. Set in Tokyo, the hero Yakumo Fujii meets a girl carrying a letter from her long-dead dad. Together they read the letter and learn of a race of three-eyed people - the Triclops - who have solved the problem of immortality. The normal-looking girl, it transpires, is a member of this race so together they team up to find out more about her race and the ultimate secret. Rated as a PG, 3x3 Eyes is a two-tape set, with part one out now, and the second part to follow in the summer.



- ANIMATION
- BY: MANGA VIDEO
- OUT NOW!

STARS IN THEIR EYES

New from Hewland, the creators of GamesMaster, comes Games World - a five-days-a-week console games programme for Sky One. Depending on which day you're watching, the programmes offer reviews, tips, news, and the chance to 'Beat The Elite' by playing some of the greatest games players in the country. Several NMS lads are already busy working on the programmes, and the show will be running by the time you read this. Keep an eye out for a few familiar faces and maybe the odd familiar body.....

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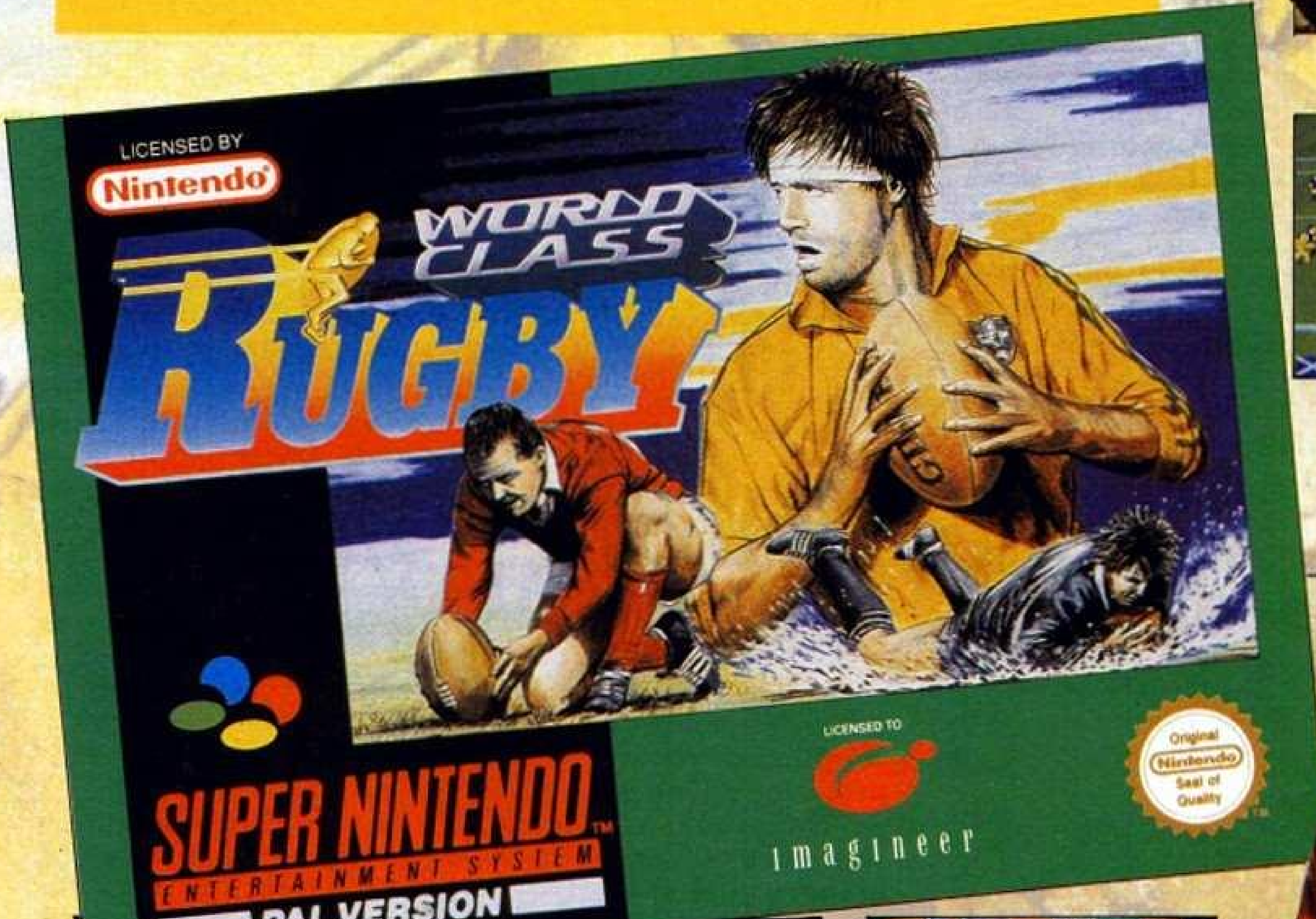
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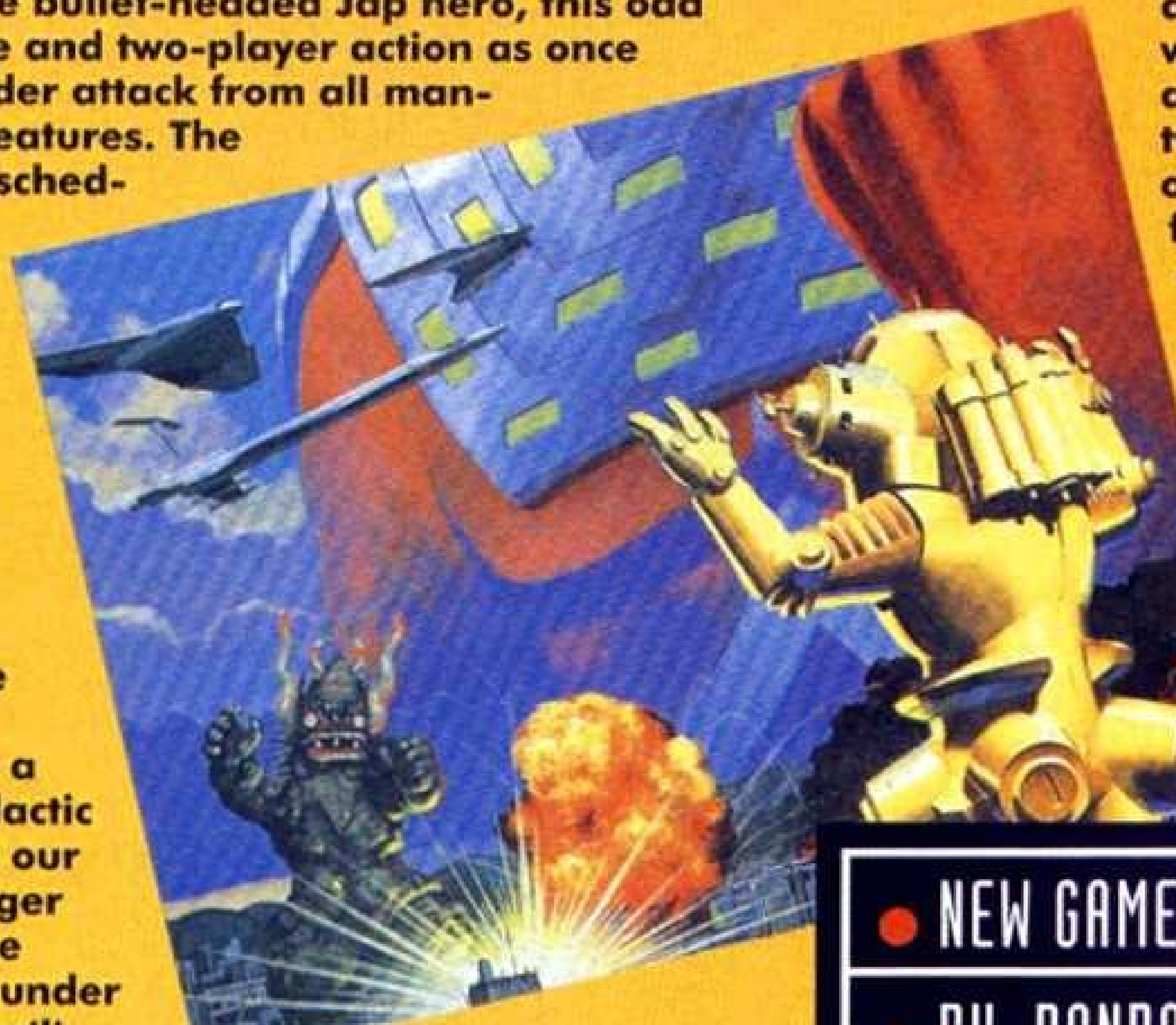
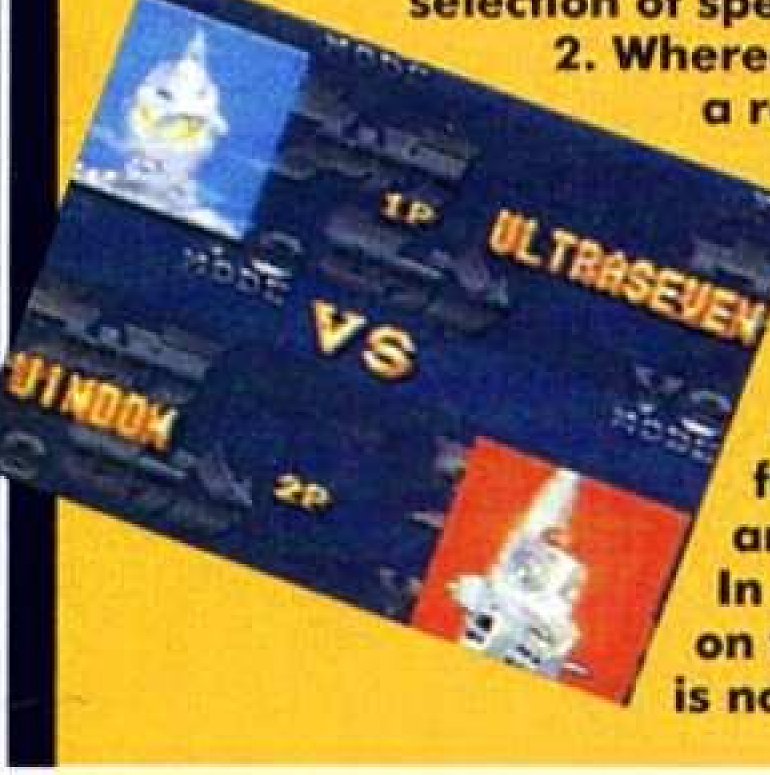
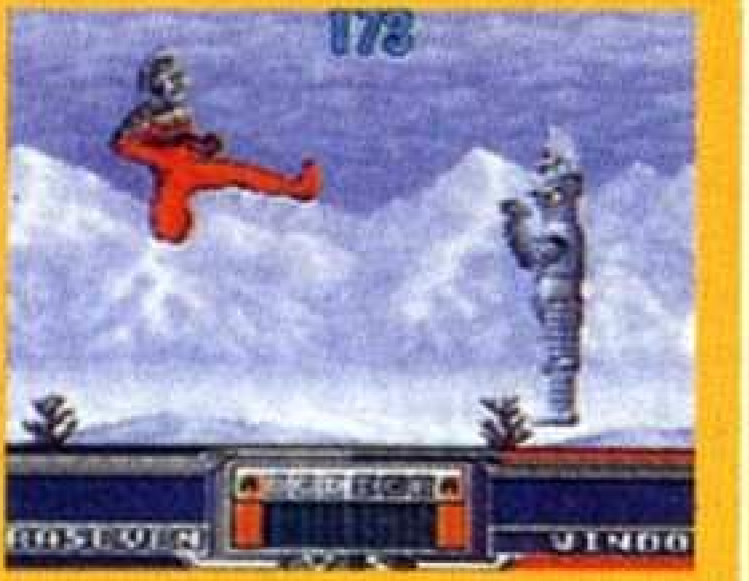
THE RETURN OF ULTRAMAN!

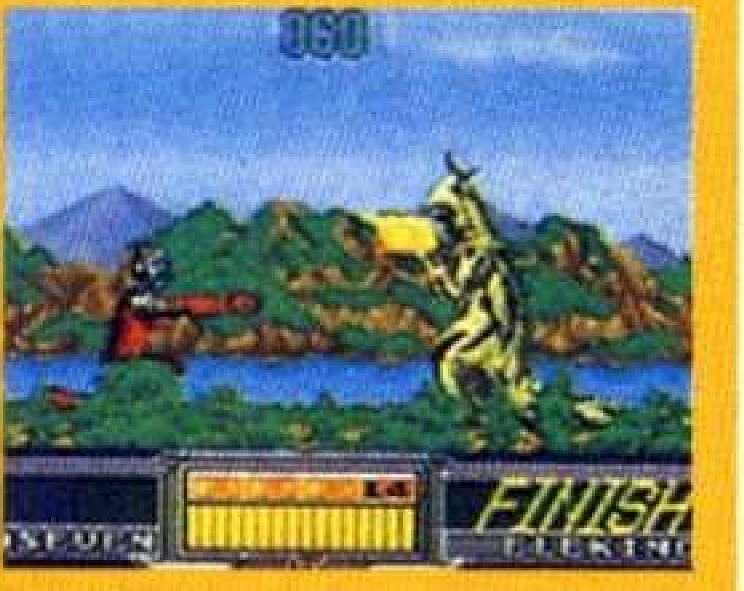
More details on the forthcoming Ultraman VII. Once again starring the bullet-headed Jap hero, this odd sequel offers both one and two-player action as once again the world is under attack from all manner of odd-looking creatures. The game's UK release is scheduled for sometime in August to tie in with the forthcoming live action film, Ultraman Saves The Earth, which is on its way from Ultralabel - a spin-off from the Manga series. Whilst the film promises all manner of large-scale violence as Ultraman slaps his way through a series of evil inter-galactic tyrants, the game pits our hero against even larger and scarier foes. These baddies, who parade under such names as Window(!), Eleking and Icarus, range betweem huge Godzilla lookalikes and towering Yetis, and each boasts a selection of special moves - a la Street Fighter 2. Whereas the first Ultraman game was a real dog to play, with limited moves and very little variety, Japanese developers, Bandai, are hoping the larger number of foes and SF-style moves should make for a more involving game - let's face it, the sequel couldn't be any worse than the first game! In addition to the improvements on the main characters, the game is now billed as a 'truly international affair, with the weird pugilists fighting amidst the wintery wastes of the Antarctic, what appears to be the New Forest, and an army camp - laying waste to each as the two giant fighters smack seven barrels out of each other. A full review should hopefully follow next month, so whether Ultraman VII lives up to its promise will be revealed then.





- NEW GAME
- BY: BANDAI
- SUPER NES
- BEAT EM UP

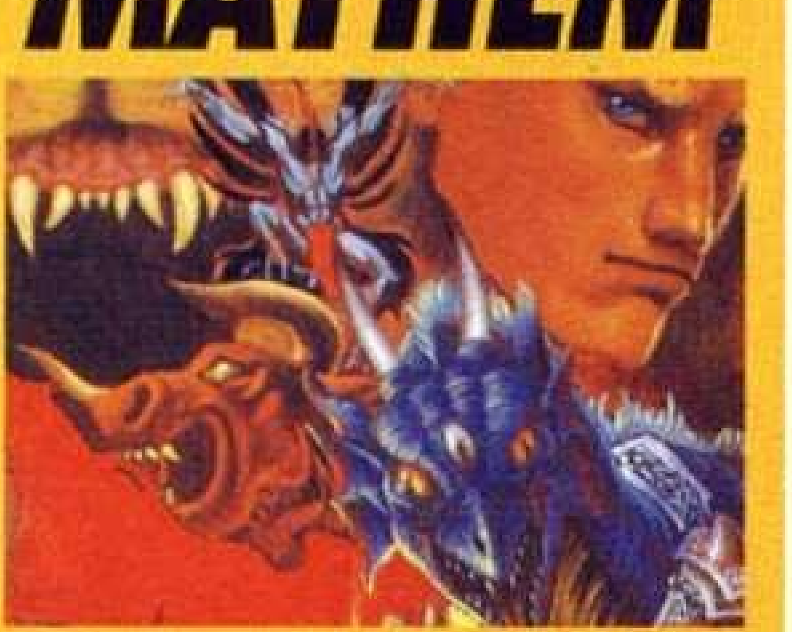




▲ He's back to save the day again! Let's just hope the game is better than last time...

MUTANT MAYHEM

Prepare yourself for the mystery that is Death Brade Mutant Fighters on the Super NES. Already this Data East beat 'em up wins the NMS Award for Most Amazing Name (April) and could follow up on this success when the game hits home soon. This time round the action takes place in a ring and gives you a variety of fighters to select before dishing out the drubbings to all the others. Right now that's all we know, so that's all we're telling you, so there.



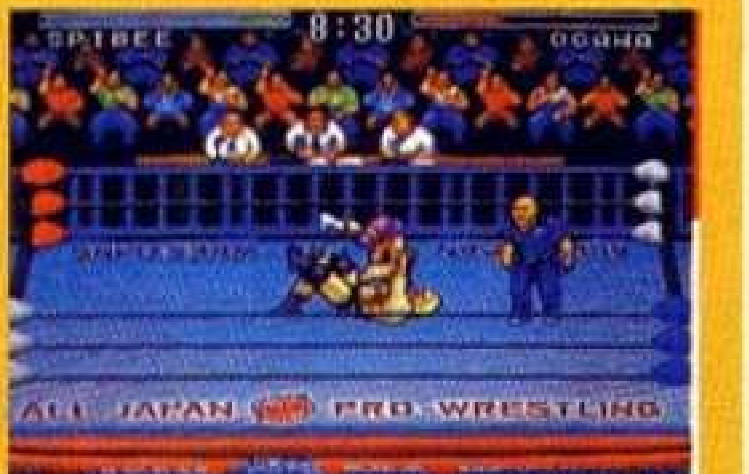
- NEW GAME
- BY: DATA EAST
- SUPER NES

GREAT GRAPPLE GOODIES

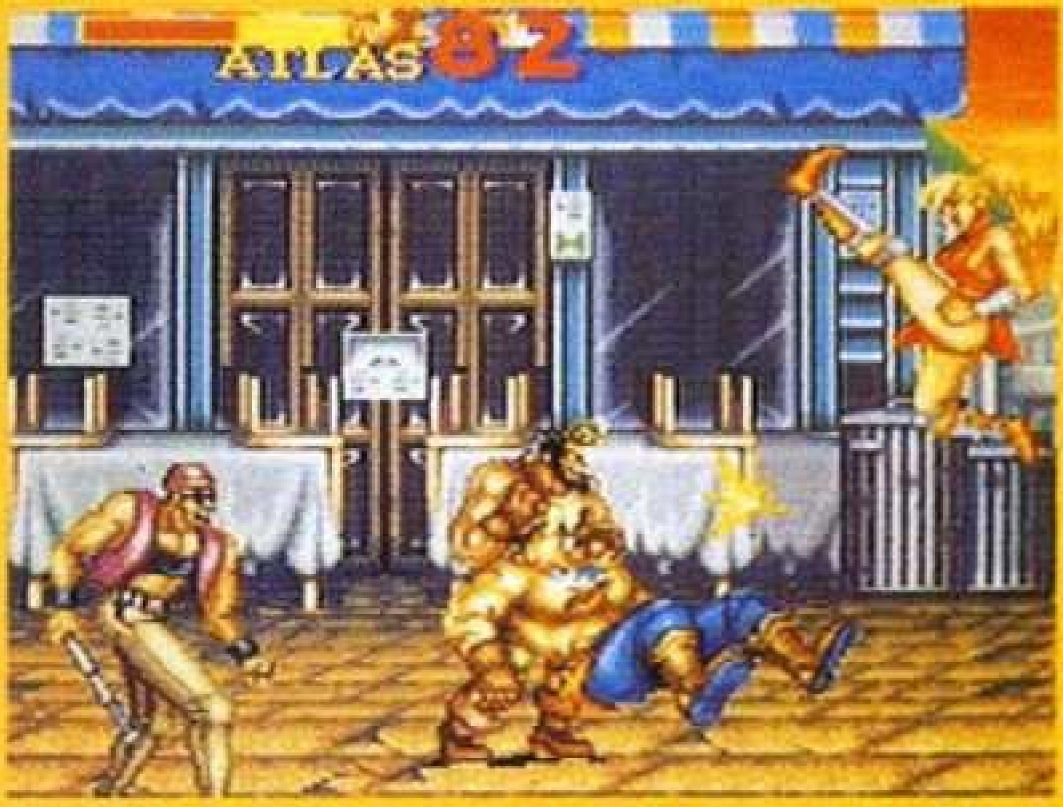
Some people take wrestling far too seriously. They form wrestling clubs, spend endless months perfecting their technique and then sit about and watch each other mess about in matches which last seconds. Other people have more of a laugh - they dress up in all sorts of crazy costumes, shout loudly, break all the rules and get themselves on prime-time telly providing groans and grunts for all and sundry. If, like us, you're a bit of a fan of the latter then you'll be pleased to hear that Pro Wrestling is coming to your Super NES, courtesy of NCA.

With absolutely stacks of wrestlers to choose from (although it must be said that some of them look a bit wimpy and will probably never be chosen) this game promises all the bells and whistles of professional wrestling, with a wide variety of moves to choose from. There are all sorts of stats on your fighters (and boy, some of these guys are FAT) and options galore. The sheer number of fighters at your disposal (16 in all) means this cart could well become a must-have for beater fans everywhere, so keep this frequency clear for more on this one soon.

- NEW GAME
- BY: NCA
- SUPER NES



FINAL FIGHT 2 REVEALED

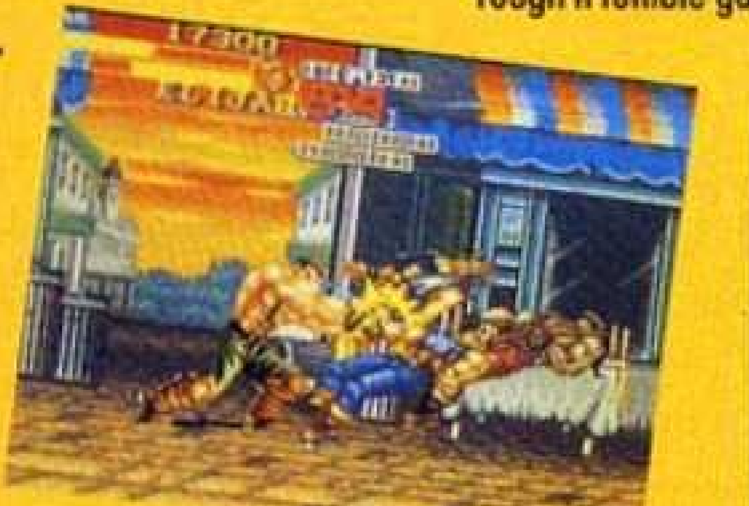


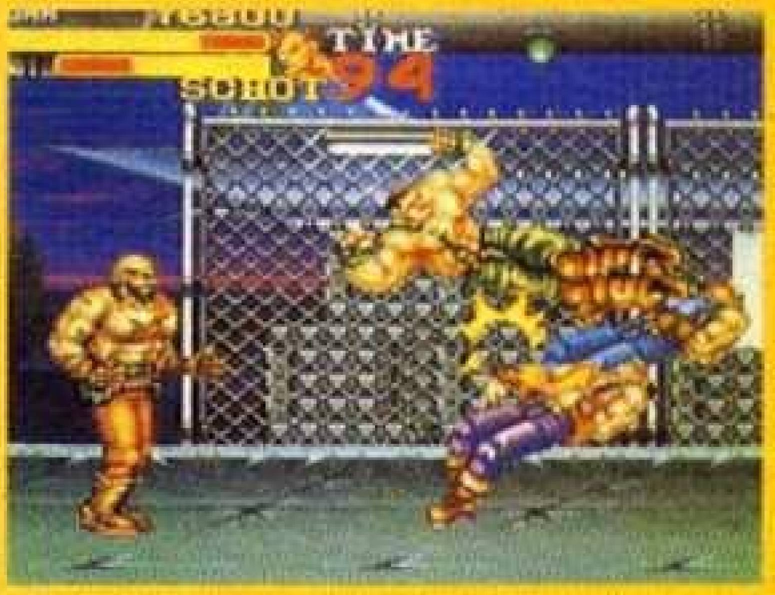
▲ For this long-awaited sequel the svelte Maki joins Haggar's rough'n'tumble gang - wonder what happened to Guy and Cody?

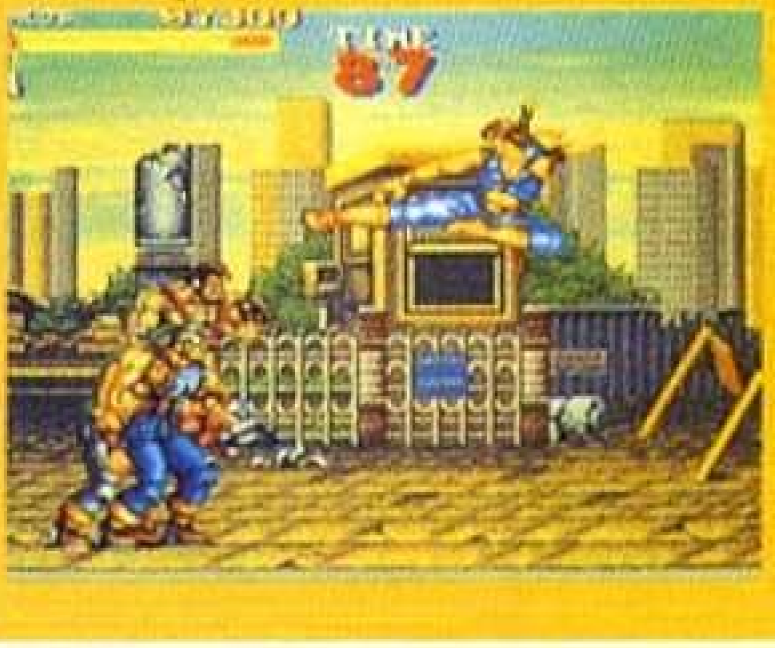
Final Fight 2

If all of this isn't enough, here's your first look at the awesome Final Fight 2 - coming soon from Capcom. As exclusively revealed in last month's NMS, the game features that long-awaited two-player option, and best of all lets you beat up your bud if he gets on your nerves! As you can see from these shots, the game is looking absolutely superb, and take it from us that it plays brilliantly as well. Besides the usual horizontal scroll there are now vertically-scrolling sections in the game, with loads of surprises including guest appearances from some of the SF2 characters.

This time round you can choose from Haggar, Maki or Carlos. Just what's happened to Guy and Cody we're not sure, but the two newcomers look just as hard. Maki is a bit of a warrior-type babe (quick, nimble and all that), while Carlos is a sword-wielding slash fiend who doesn't muck about when it comes to a straight scrap. This has got to be one of the most eagerly awaited Super NES cartridges of the year, and we'll have every cough and splutter on the game just as soon as we know more.

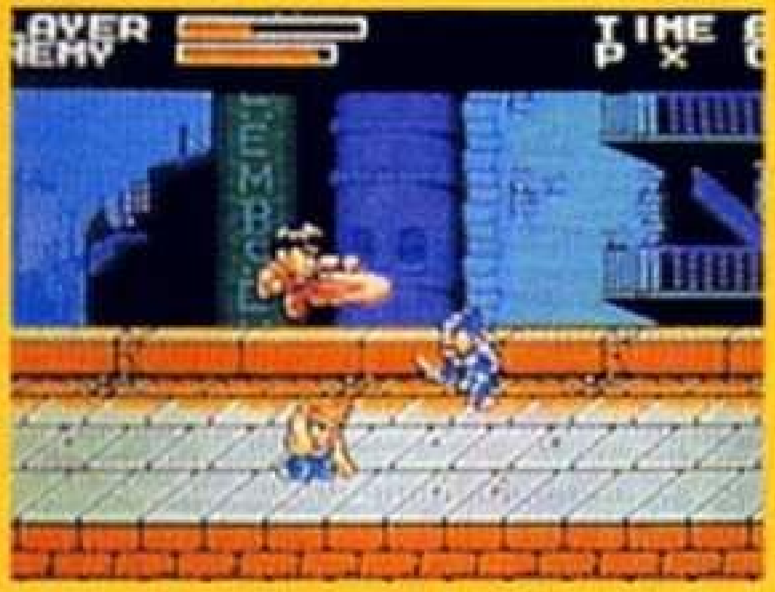


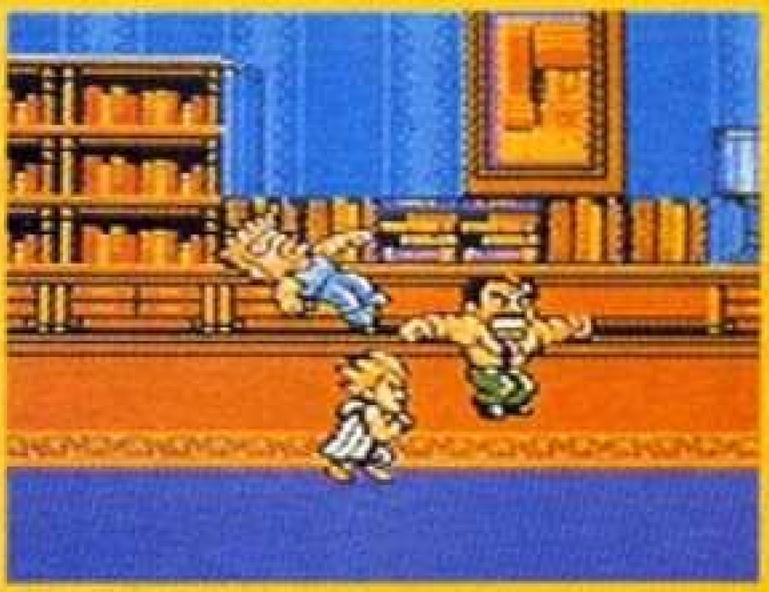




- NEW GAME
- BY: CAPCOM
- SUPER NES

FINAL FIGHT HITS NES





As promised last issue, here's your first look at quite possibly the biggest NES game of the year - Mighty Final Fight from Capcom. Here's your chance to control some 8-bit fighting frivolity with those masters of disaster Guy, Cody and of course Haggar. The game promises to feature a huge play area and some top-class fighting action, despite the limitations of the screen. As you can see, our heroes may look a tad on the stunted side, but they've got it where it counts. All the characters have retained most of their skills from the arcade game and Super NES conversion, including Haggar's Spinning Clothesline attack. Of all the games we're waiting to play, this one comes very near the top of the list. We're sure you can't wait either, so as soon as we see the game we'll tell you all about it.

- NEW GAME
- BY: CAPCOM
- NES

● NEW NAME FOR STAR FOX

Just as NMS was going to press this issue, we heard that Nintendo's stunning (96% rated, no less) Star Fox has undergone a name change. The official UK cart - which is to be released in May for a very reasonable £39.95 - is now entitled Starwing, so remember this when you have your cash ready sometime next month... .

● NO FELIX..?

In a rather surprising move, it seems that Hudsonsoft's NES version of Felix The Cat will NOT be released in the UK now! Apparently, the game hasn't been accepted for release, which is a real pity as we felt it was one of the better NES platformers - if a little too easy.

● ...HOWEVER!

Sticking with Felix a while, though, a Game Boy version is still in the wings and is currently preparing fora September release. NMS has been given a sneak preview of the Game Boy, and very good it seems, too. However, ending the stories relating to the monochromatic moggie once and for all, a Super NES version was never on the cards, contrary to what has been reported elsewhere.

● THE FINAL FRONTIER

Rumours reach us regarding a rather spiffy-sounding Star Trek licence. Based on Interplay's 25th Anniversary PC game, Super NES Star Trek has yet to be confirmed, although we reckon Interplay themselves will be making an announcement very soon.

● LIFE ON THE OCEAN WAVE

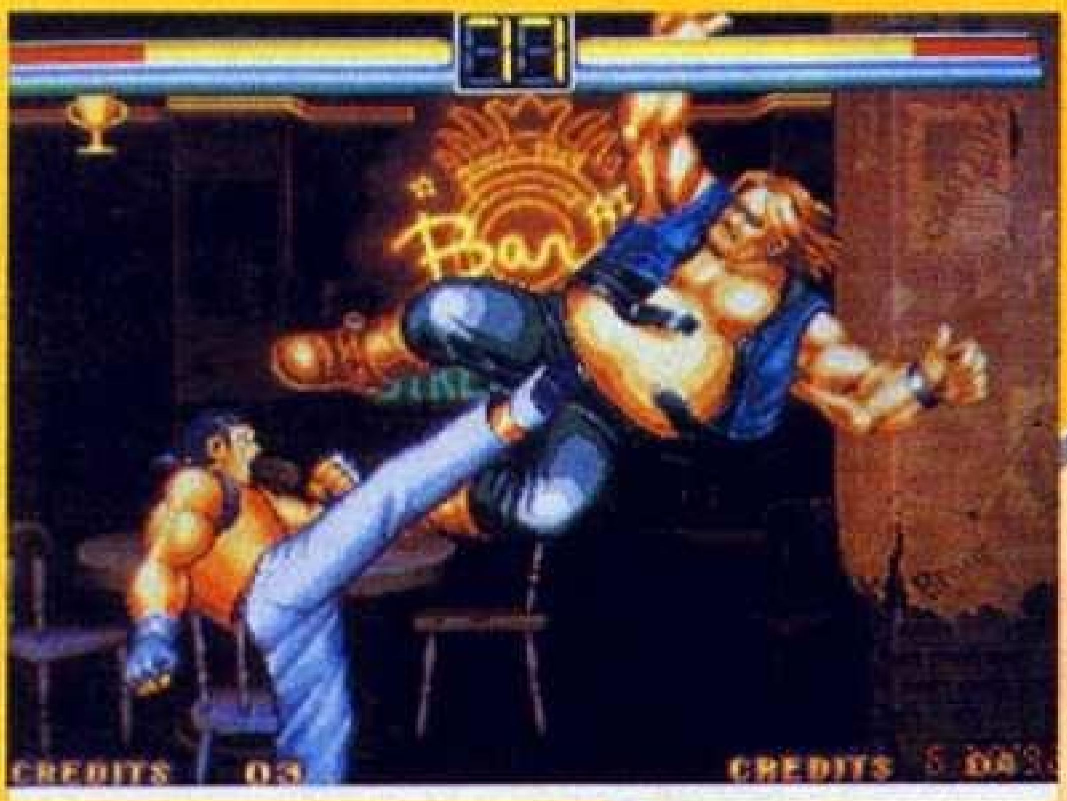
Ocean are continuing to spread their wings by announcing NES and Game Boy versions of Puggsly's Scavenger Hunt and Robocod.

NEO GEO STARS HIT S

Hot news for Super Nintendo fighting fans - two of the all-time great Neo Geo beat 'em ups are being converted to the machine, providing more thrills and spills for Streetfighter fans everywhere. Outrageously popular coin-ops World Heroes and Art Of Fighting - will be hitting the Super NES soon courtesy of Takara. Conversions of King Of The Monsters, 2020 Baseball and Fatal Fury have already been seen, but if either World Heroes or AOF are converted well, they could prove runaway Super Nintendo hits. The word on the street is that more of SNK's Neo Geo goodies are in the pipeline for the conversion process, including the utterly awesome Viewpoint - one of the greatest arcaders of them all. In this special NMS Report, we take a look at the Neo Geo winners all set for stardom on Super NES...

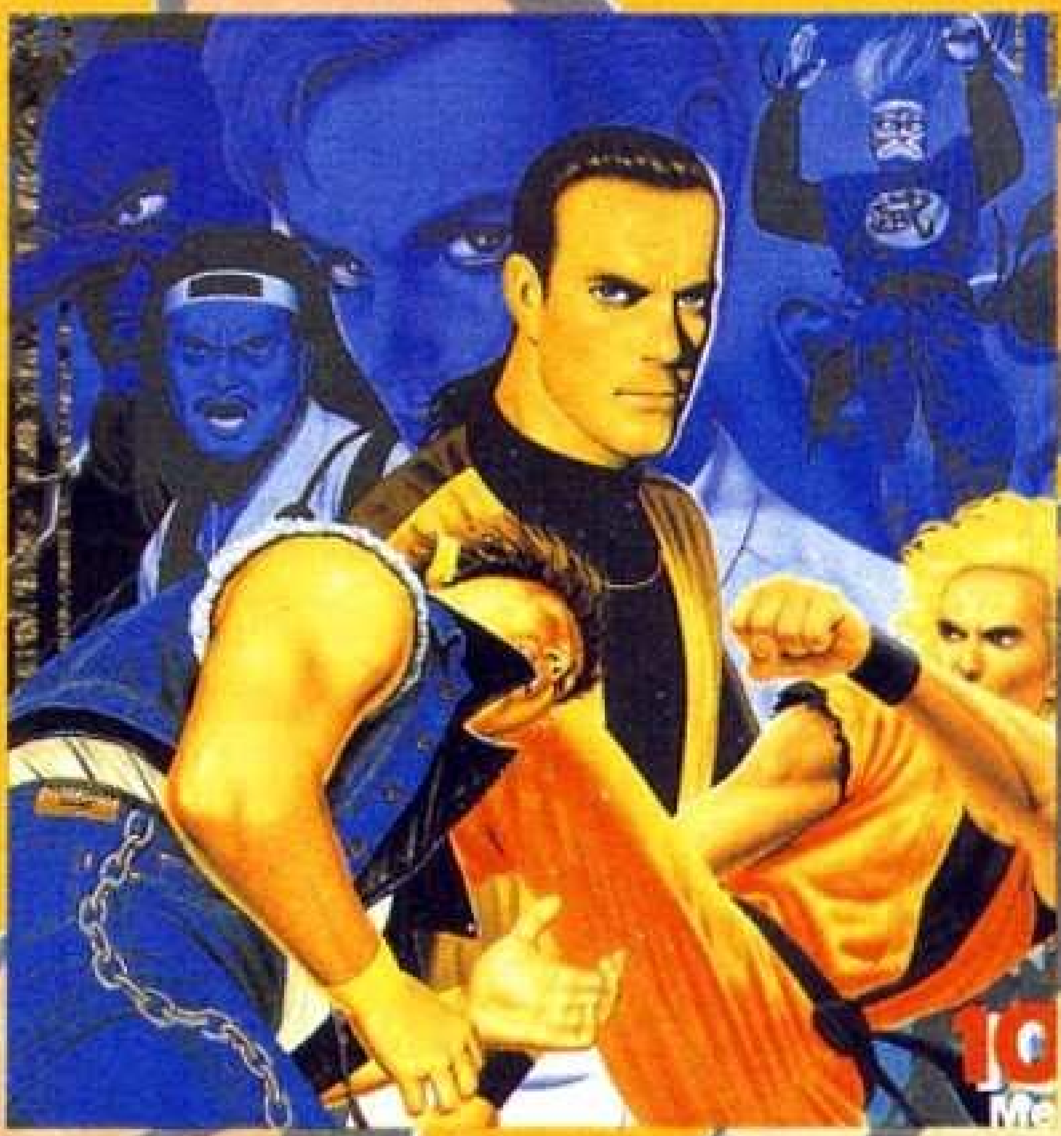
ART OF FIGHTING

- NEW GAMES
- BY: VARIOUS
- SUPER NES

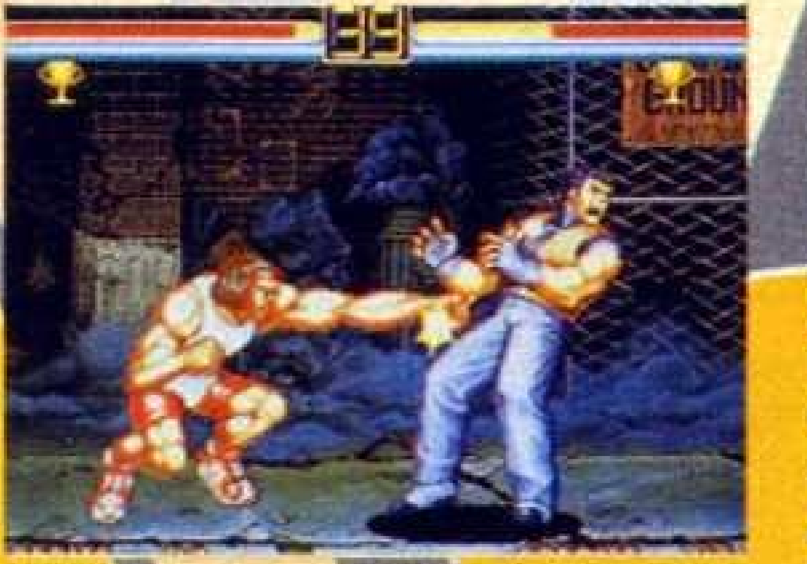


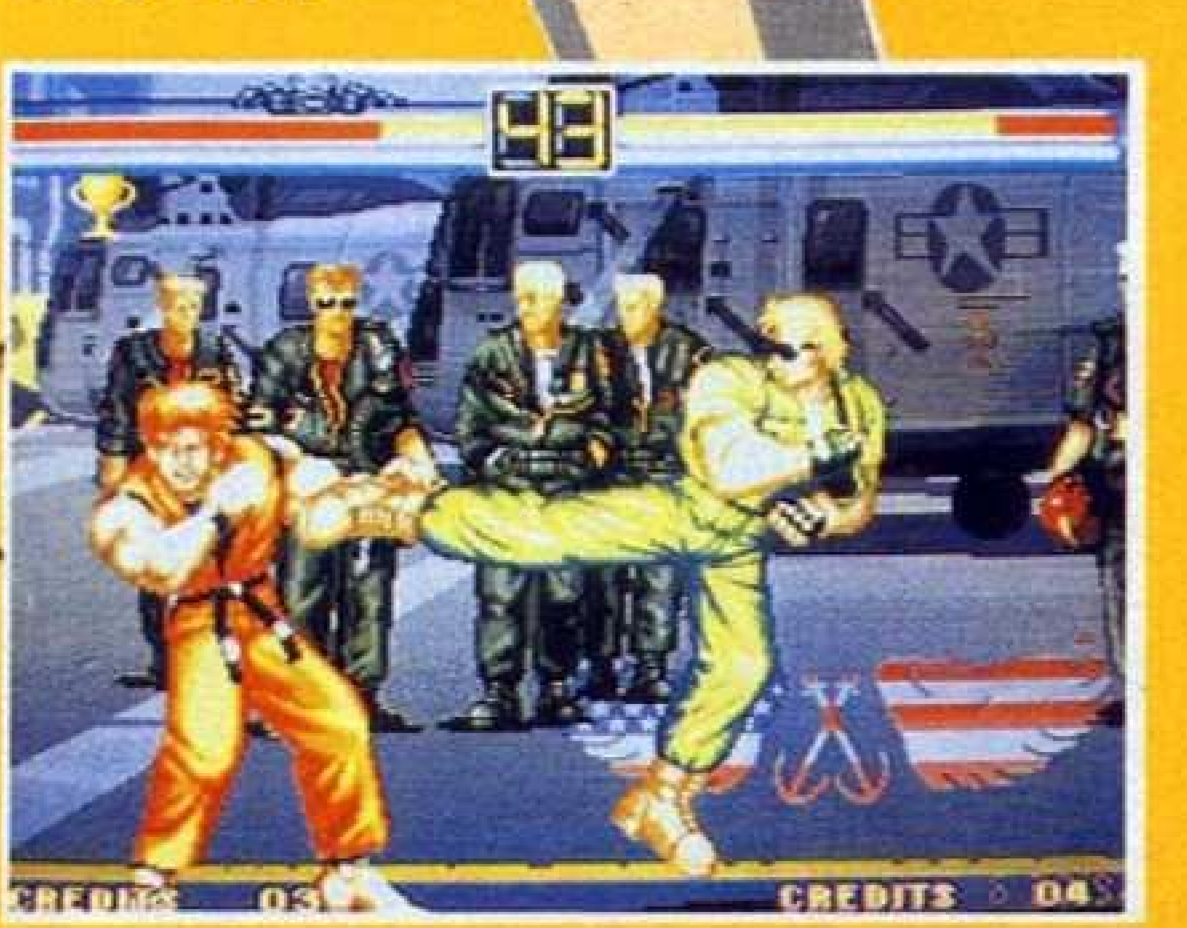
The big one. The Neo Geo original boasted 102 Megs of memory, and quite how the programmers are going to pack all that into one 16-bit cart remains a bit of a mystery. Having said that, just look what Capcom achieved with Streetfighter 2 - proving what's possible with clever compression techniques. Art Of Fighting went down a storm in the arcades. Basically the game is another Streetfighter 2 variant, but some of its innovations actually manage to top the all-time fave. The screen can zoom in on the action for close-quarter combat, then offer a panoramic view of the strategic scrapping.

Plot wise, Ryo's sister has been kidnapped by Mr Big and his employer Mr Karate - the two bosses of the game. Unknown to Ryo, Robert pursues him and the pair of them face the bosses' six fighters before the ultimate showdown with the big boys themselves. Well, what else would you expect?



Once this arrive s in thr office you can kiss goodbye to Gary doing any more work!





CHOOSE YOUR FIGHTER

Once again there are eight characters from which to choose, and just to whet your appetite here's a quick look at them all:

RYO SAKAZAKI (THE INVINCIBLE DRAGON): Master of the legendary Kyokugenryu school of Karate, Ryo has developed his life to the teachings of his late father.

ROBERT GARCIA (THE RAGING TIGER): Another student of Ryo's dad, learning his skills at the Teio Academy. He's also a pal of Ryo's, and the pair of them have kicked a fair few heads together.

LEE PAI LONG (THE LEGENDARY CHINESE): A former foe of Ryo's father, he's master of Chinese martial arts and medicine.

KING (THE MUETAI MASTER): Kicking is king from this student of Muetai, although you wouldn't think it to look at him.

MICKEY ROGERS (THE BOXING CHAMPION): Former amateur boxing champ Mickey's ring career came to an abrupt end when he offed some bloke by mistake, so naturally he decided to fight with no rules at all...

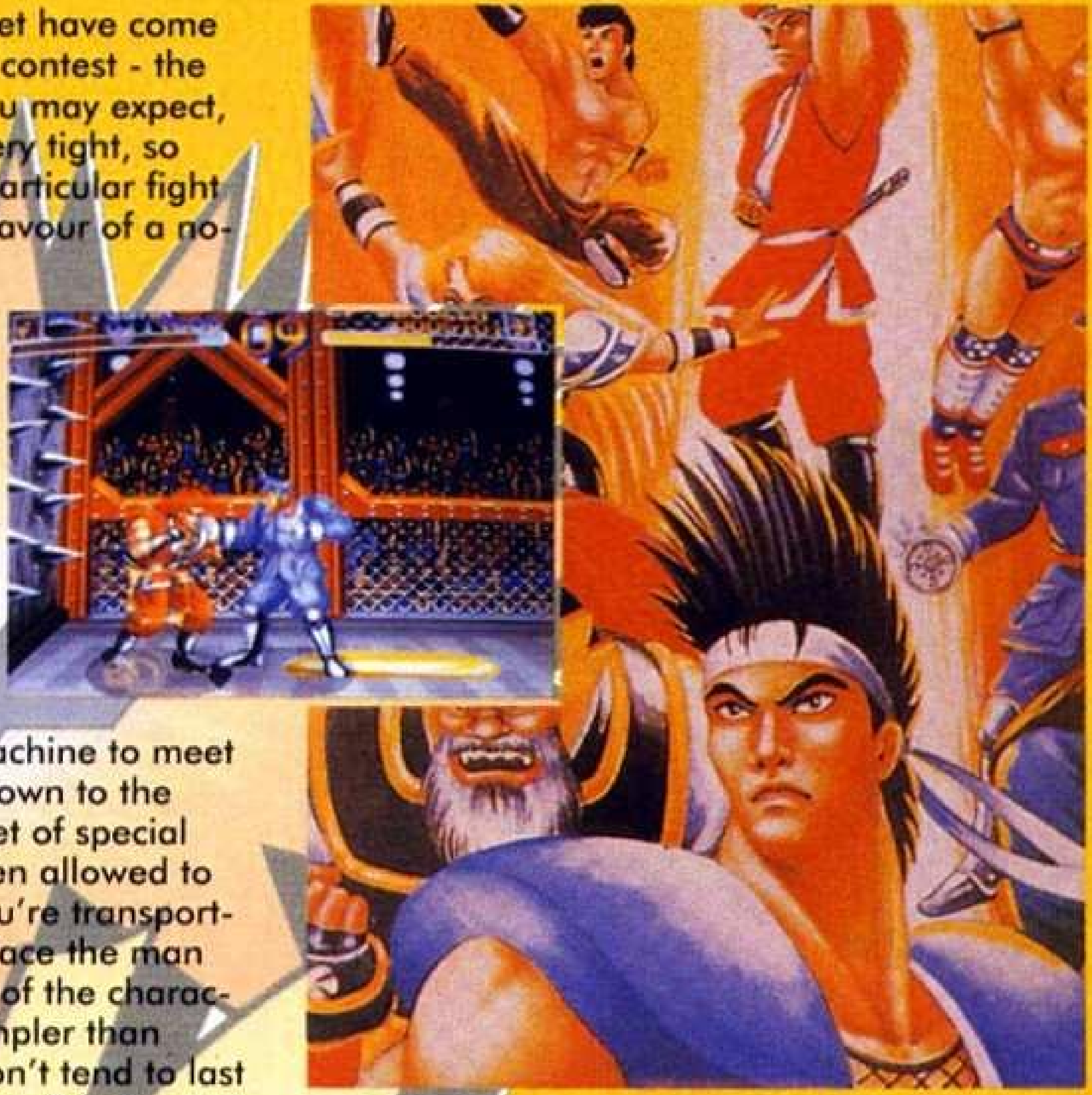
RYUHAKU TODO (JAPANESE FIGHTER):A disciple of the ancient Japanese martial arts, he's currently honing his many skills to perfection. Good all-rounder.

JOHN CRAWLEY (THE MAD SAILOR): Johnnie's a bit of a looney, which is probably why they made him foremost teacher of Martial Arts in the Navy. Knows a good few sea shanties as well...

JACK TURNER (A POWERFUL GUY): Jackieboy's reputation goes right back to when he escaped a marauding bear as a child. His speed and agility have since helped him reach the higher echelons of the Southdown Bad Guys gang.

UPER NINTENDO

WORLD HEROES

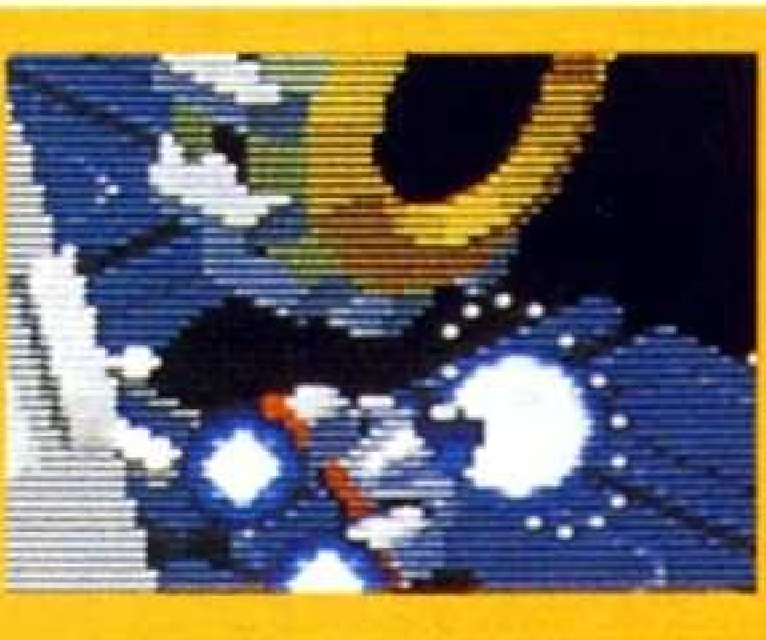


The toughest fighters on the planet have come together for the ultimate fighting contest - the World Heroes Tournament. As you may expect, the rules for such a contest are very tight, so thankfully the organisers of this particular fight fest have thrown them all out in favour of a no-holds-barred one-on-one slug-fest! Knock out your opponent twice over three rounds and move on to the next combatant. The eight warriors have travelled across time to settle the age-old arguments about who's the best once and for all.

Each of these Time Warriors (well, they can't be World Warriors because that name is taken) jumps into the, er, time machine to meet up on common ground and get down to the action. Each has his or her own set of special moves, and some of them are even allowed to use weapons. Beat the lot and you're transported to the Big Boss' spaceship, to face the man who can change himself into any of the characters at will. Gameplay is much simpler than Streetfighter 2, and the rounds don't tend to last as long, but be under no illusion - a fair amount of skill is required and in two-player mode it's a fine choice for anyone looking for a fighting change.

Travel through time to take on one of eight skilled fighters from different time zones. Dispense with the pleasentries and beat the living daylights out of them.

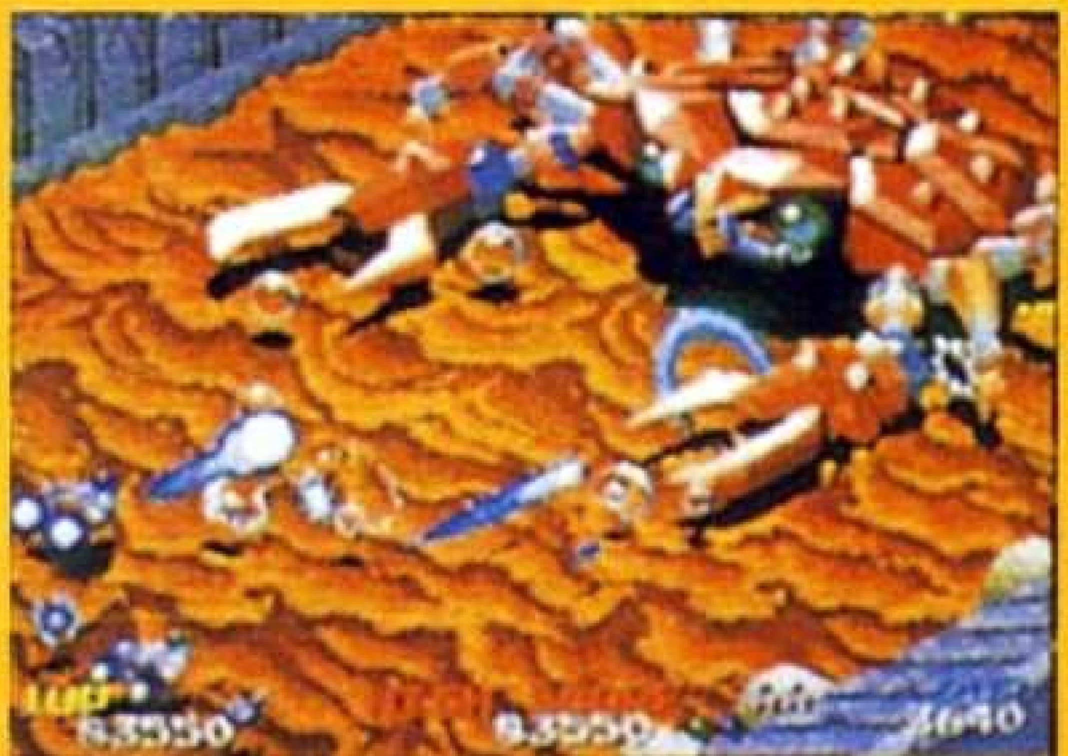
VIEW POINT



▲ View Point dazzles with fantastic graphics.

One of the Neo Geo's hottest titles, and quite possibly the machine's all-time greatest game, is the incredible Viewpoint from SNK. We've not yet had it confirmed that this game will join the conversion list, but the coin-op was just so good it would defy belief if this rock-hard diagonally scrolling blaster didn't make it to the Super NES! Featuring some of the greatest, most awe-inspiring graphics seen on any coin-op ever, this is an extremely tough blaster you're guaranteed to keep on playing until you finally finish the mutha - and that's going to take some time.

With enemies including the Mother Moss Bee, Mah Too Ban Crab and Snapping Turtle King alongside dozens of others, this is a game that's got to be seen to be believed - and there's absolutely no reason why it can't be achieved on the Super NES. Other titles which might be converted are the shoot 'em up, Andre Dunos and King Of The Monsters 2 - although the original was so disappointing this will have to be something very special indeed. Stay tuned to the Previews section for more news on all these great games soon!



● NEW VIRGIN

After considerable success on the Megadrive, Virgin are set to unveil their first Super NES titles this Christmas. Leading off with those Global Gladiators, Mick And Mack, and their burger and ecology-related jolly japes, it is also believed that Cool Spot, a rather neat platformer starring the US star of the 7Up ads will follow. Full previews will follow when there is something to see.

● ISLE BE DAMNED

Fans of Hudsonsoft's rather cheesy Adventure Island can soon revel in two new installments. Adventure Island II is the first scheduled for release and brings Wonderboy-style action to platform-hungry Game Boy owners, whilst NES owners should start preparing for the third in the series. More details and screenshots next issue...

● TOY BOYS

Based on the rather odd Barry Levinson film starring Robin 'I Get Everywhere' Williams, comes a Super NES game based on its many characters. Although the game has been released in the States, word reaches us that a rather prominent UK software company will be making an announcement very soon indeed.

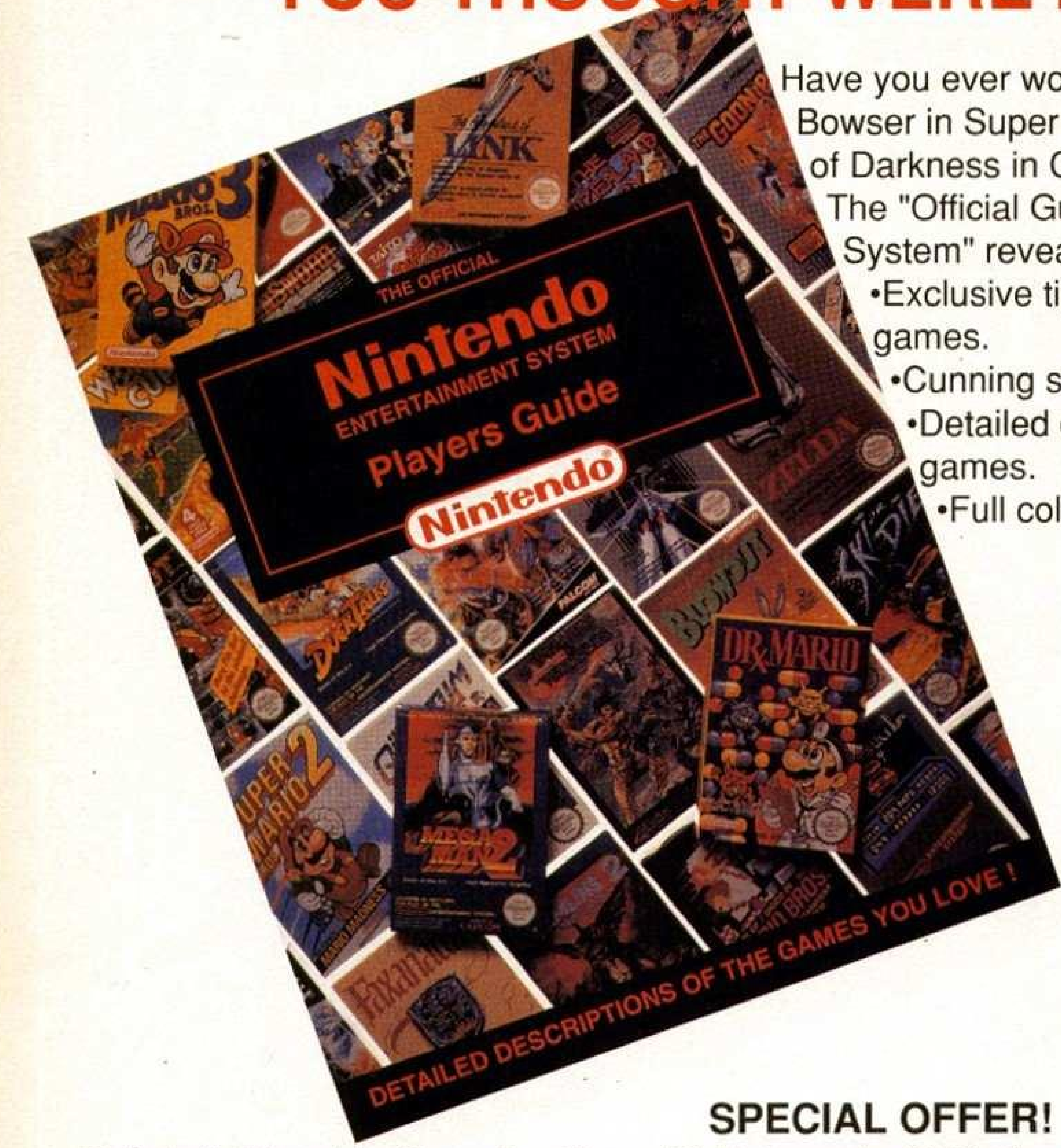
● ROCK AND ROLL RACING!

Is the title of the new racer by Interplay. similar in style to the likes of RC Pro Am on the trusty NES, the game promises a rough'n'tumble race around some of the world's toughest dirt track circuits. As we speak, a copy is winging its way to us, so further details will be in the next issue.

● GOAAAALLL!

After the disappointment of Jaleco's Goal, the ever-busy chaps at Hudsonsoft are set to release a rather spiffy Footy sim. Stay tuned for more news real soon.

NOW YOU CAN COMPLETE ALL THOSE GAMES YOU THOUGHT WERE IMPOSSIBLE



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- Detailed descriptions of how to complete 72 NES games.
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WITH TRICKS AND TACTICS FOR SOME OF THE GAME BOY'S MOST POPULAR GAMES!

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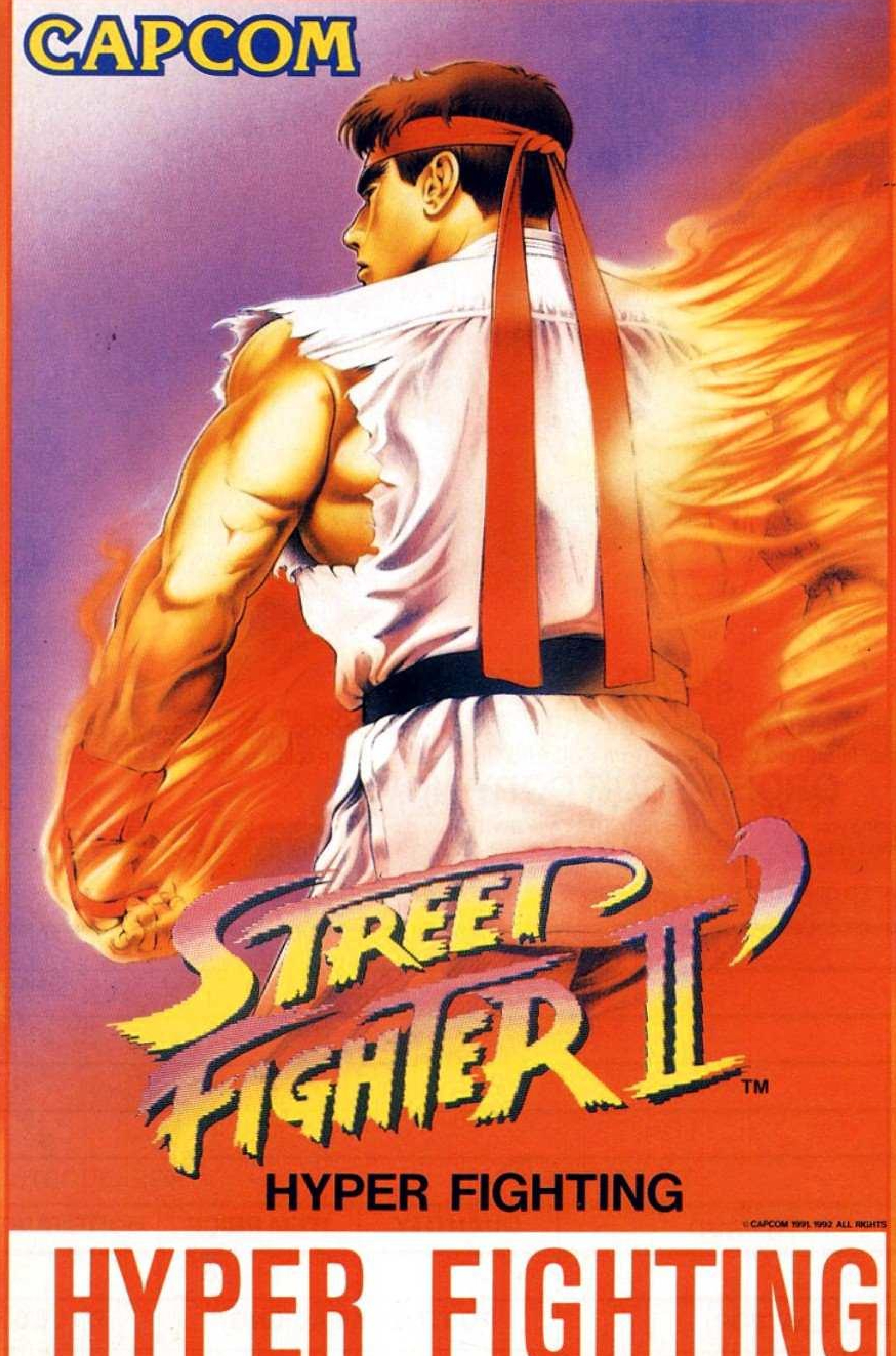
STREET FIGHTE

WIN! ORIGINAL NMS ARTWORK AND INCREDIBLE FIGHTING FIGURES

Courtesy of Nintendo Magazine System



They've got to be the hottest bits of kit on the planet at the moment, and we've got TEN boxes of incredible metallic Streetfighter figures to give away! If that's not enough, we're also giving away an original piece of Gary Harrod Streetfighter artwork - one of the most sought-after collectors' items in the universe!

What with all the hype and excitement surrounding the Streetfighter saga right now, with an NES version definitely in the pipeline and the incredible Turbo Champion Edition coin-op all the rage in the arcades, we figured another incredible NMS competition was called for. If you were paying attention last month, you'll know that work on the Streetfighter 3 coin-op has already begun, albeit at a very early stage. The game itself is still at the ideas level, so we thought we'd have a bit of fun and give you lot the chance to win some well decent prizes.

So what do you have to do to win the mouth-watering array of goodies presented on this very page? It's simple. Basically, we want you to come up with a fighting character who could take on the world in Streetfighter 3. We're looking for the hardest lad or lassie in the known world, and who they are is completely up to you.

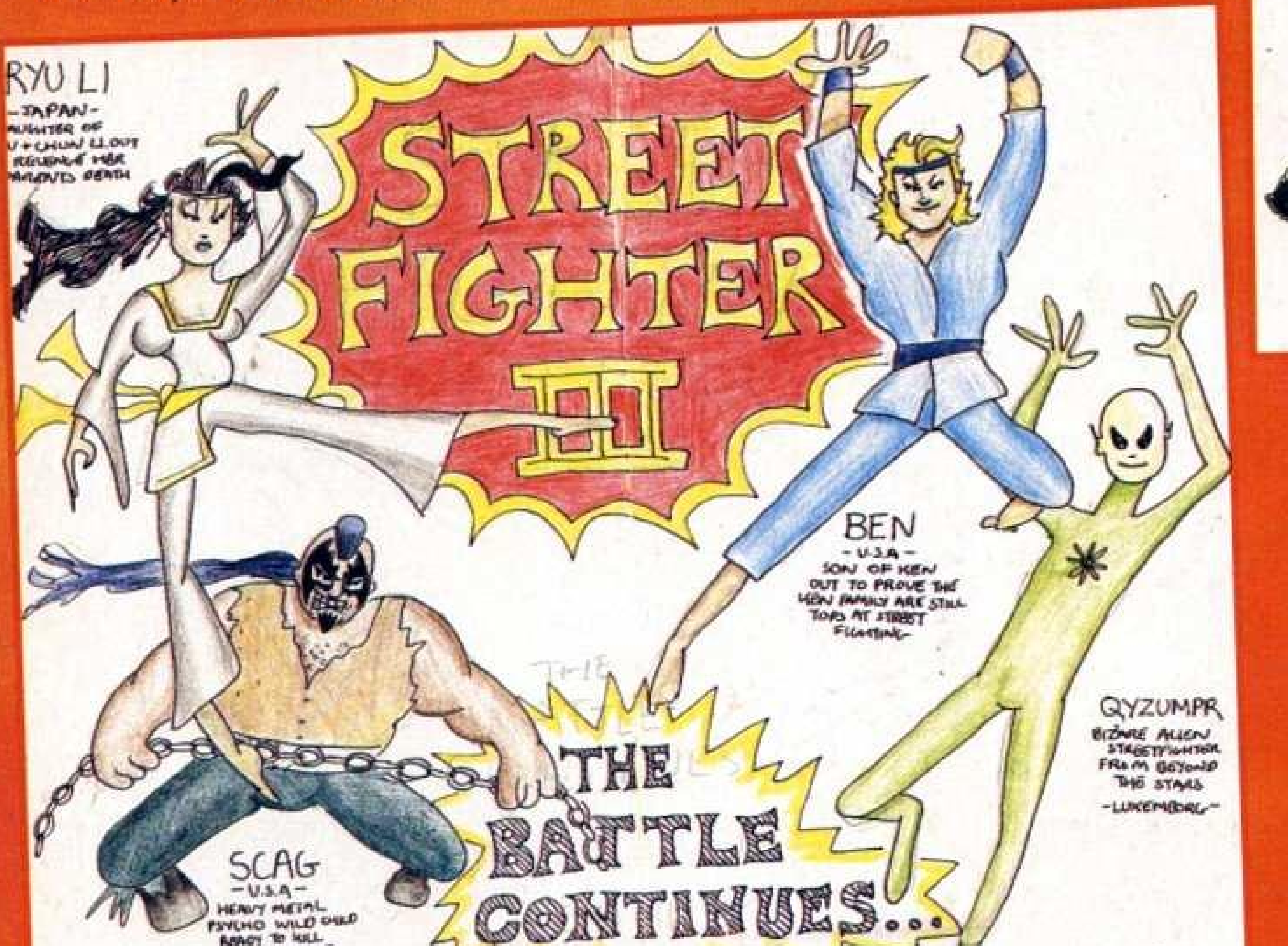
We want you to come up with a fighting character and a series of moves so hard and so totally original we'll run round the office just itching to play them in the game. We'll be printing the best entries and dishing out a box of four metal Streetfighter figurines to the best ten. But that's not all: the overall winner will waltz off with Gary Harrod's very own and original Streetfighter character - a priceless work of wonder guaranteed to secure its rightful place in the history of fine art.

A few words of advice: make sure you use a pen when drawing (because pencil won't show up in the mag) and do colour your pictures as brightly as you like. Don't just knock out a variant of the existing World Warriors either - we want completely original characters and nothing less will do. Don't forget to tell us what they can do as well: where they come from, how they fight, their special moves and any other fascinating titbits of trivia.

R 3’ GIVEAWAY!

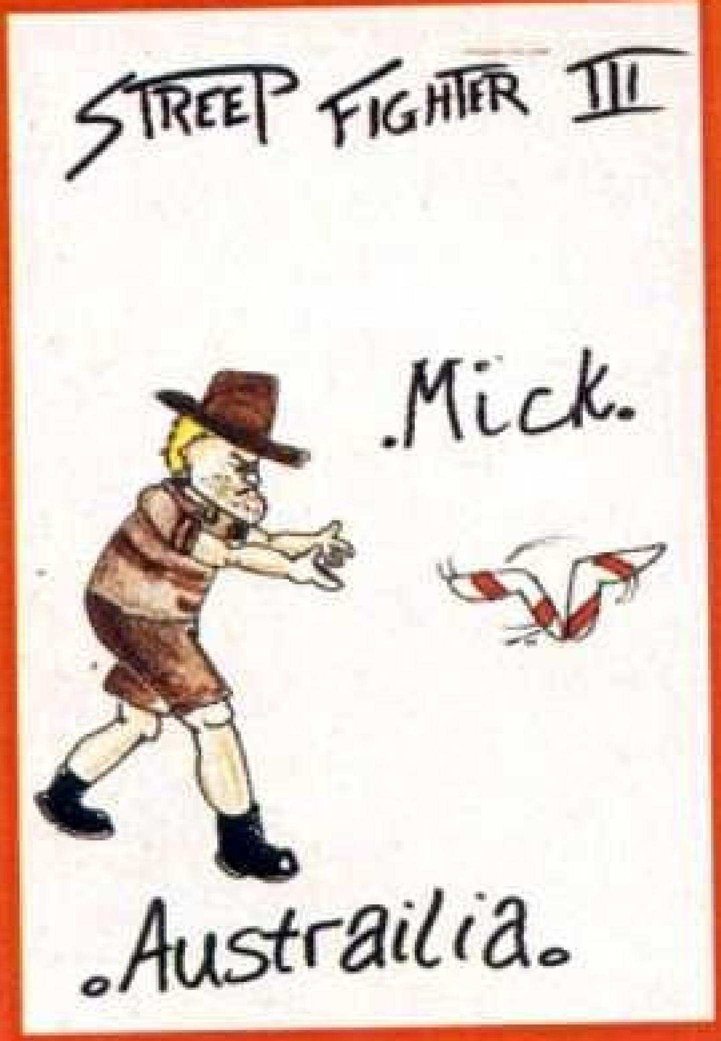
HERE'S SOME YOU MADE EARLIER...

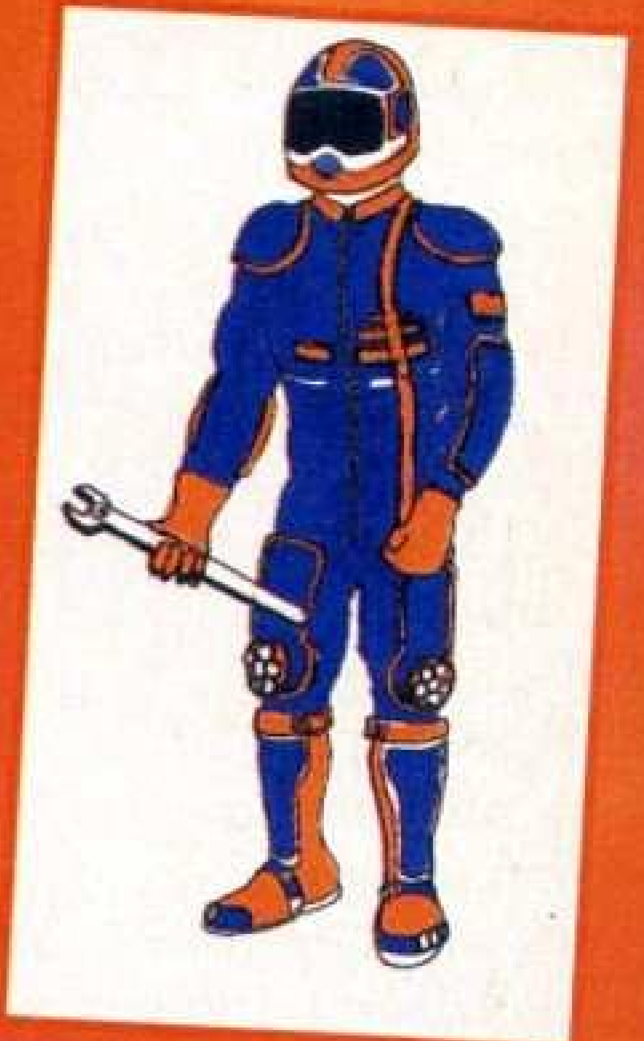
We've already had a clutch of... er... interesting ideas, and here's a cluster of them for your delectation.

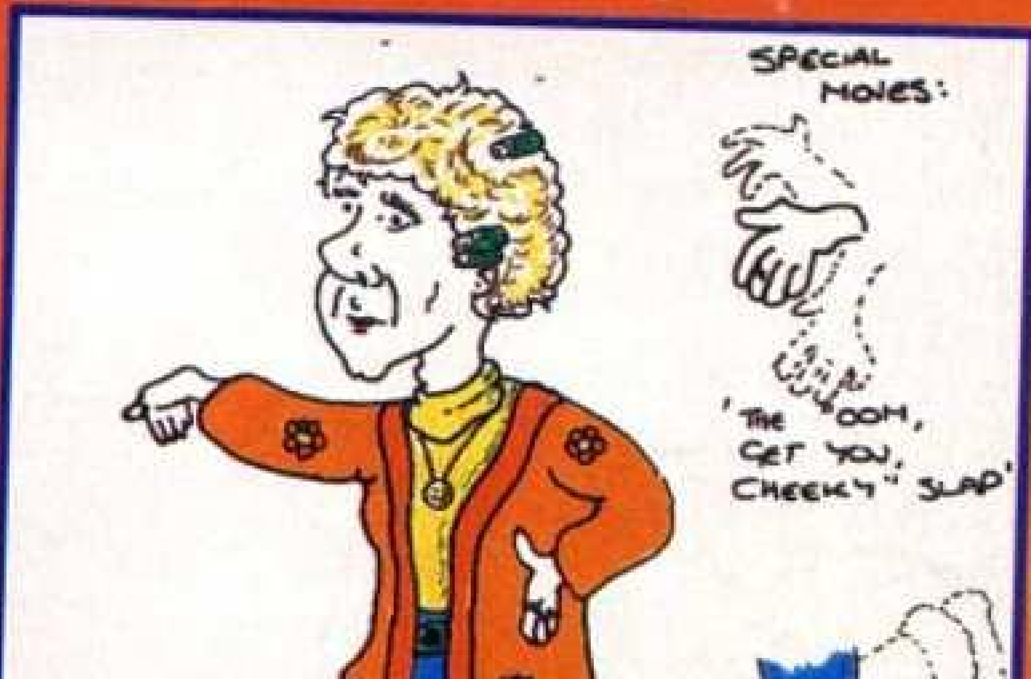

RYU LI
-JAPAN-
UGHTER OF
U + CHUN LI OUT
REVENGE HER
ARENTS DEATH
STREET FIGHTER III
BEN
-U.S.A-
SON OF KEN OUT TO PROVE THE KEN FAMILY ARE STILL TOPS AT STREET FIGHTING-
QYZUMPR
BIZARRE ALIEN STREETFIGHTER FROM BEYOND THE STARS
-LUXEMBORG-
THE BATTLE CONTINUES...
SCAG
-U.S.A-
HEAVY METAL PSYCHO WILD CHILD READY TO KILL AND MAIME
GORGON
-U.K.-
MASSIVE FEMALE WRESTLER. CHAMPION OF THE WORLD
LE BEAU
BEAU
-FRANCE-
HIPPY KICK BOXER, STREETFIGHTER ALREADY A FAMOUS FILM STAR
C'EST LA VIE.
UMGOGO
-KENYA-
STRANGE WITCH DOCTOR FROM DEEPEST DARKEST AFRIKA
BLACK TIGER
-CHINA-
MYSTERIOUS NINJA MASTER OF THE ANCIENT NINJA ARTS
CHOPPER
-AUSTRALIA-
RED BLOODED AUSSIE MALE. OUT TO KICK SOME BUTT
Z-01
-JAPAN-
HALF MAN, HALF MACHINE JAPANESE STATE OF THE ART CYBORG
STREET FIGHTER
By NAT.

QYZUMPR AND CO. - By Nature Boy

From the unusually-named Nature Boy comes a veritable fighting-fest of potential characters. Nature's pic features such delights as Umgogo the Witch Doctor (from deepest Kenya, no less), Ryu-Li who it transpires is the daughter of a marriage between Ryu and Chun-Li, and Chopper from Australia. The character who cracked us up, though, was Moon Monkey lookalike Qyzumpr, who is described as thus: 'Bizarre alien streetfighter from beyond the stars.' Er, yes.


STREET FIGHTER III
.Mick.
.Austrailia.




SPECIAL MOVES:
THE 'OOM, GET YOU, CHEEKY' SLAP
THE 'SHUT THAT BACK DOOR' KICK
BIRROVA PAN-21
THROWING CURLER BOW.

BIRROVA PAN-ZI - By S Merrett

Whoever this young lad Merrett is, he deserves to go far with talent as obvious as his. S has unveiled his limp-wristed entry: Birrova Pan-Zi. Resembling your everyday cliched, stereotypical 70s hairdresser, Birrova's floral cardigan hides all manner of fighting moves. Get too close, for instance, and those frail wrists deliver the 'Get You, Cheeky' face slap. Alternatively, Birrova is good at defending his rear thanks to the Inmanesque 'Shut That Door' kick. If the quality of entries is anything like as good as this, those figurines are going to be hotly contested...

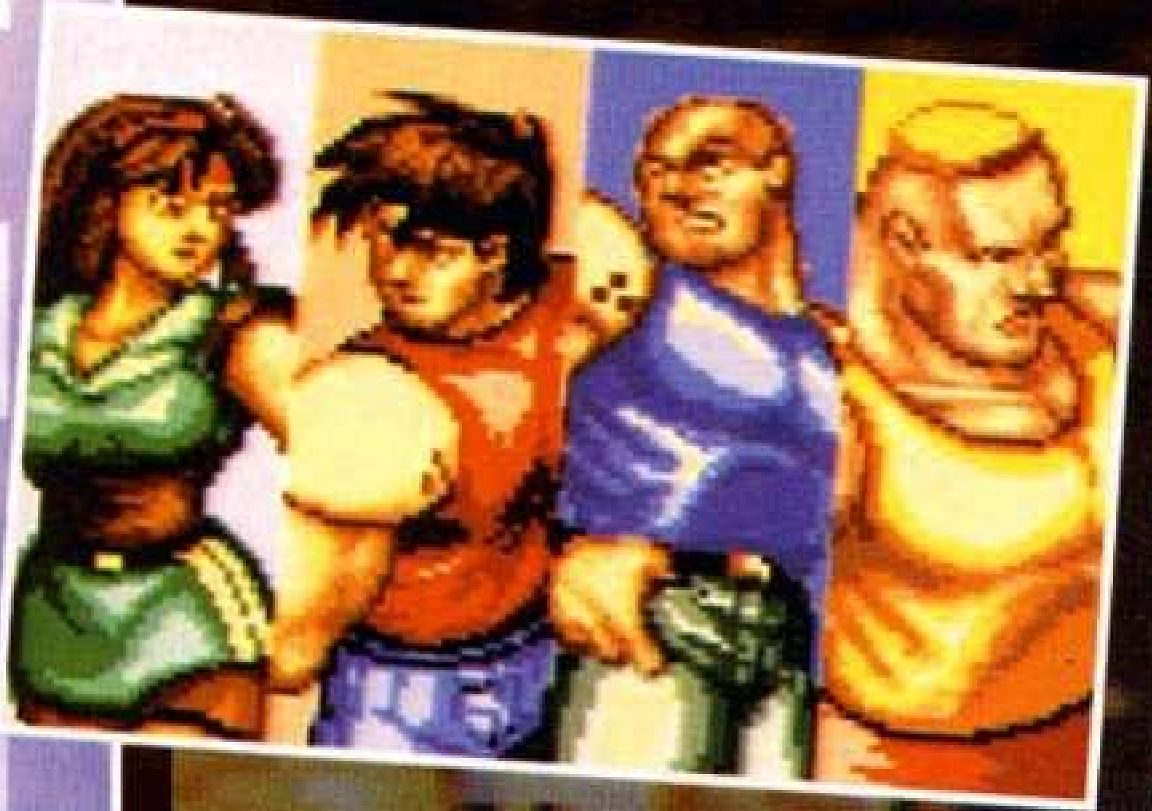
NMS Competition Rules:

EMAP Images employees and their immediate families cannot enter any of our competitions. The Editor's decision is final and there will be no cash alternative to the prizes on offer. In fact, there are no alternatives to the prizes at all - and, even if you can't stand his artwork, Gary will come round your house and hang the thing on your wall anyway because he doesn't care.

BY: JALECO PRICE: TBA MEG: 16

Exclusive TUFF

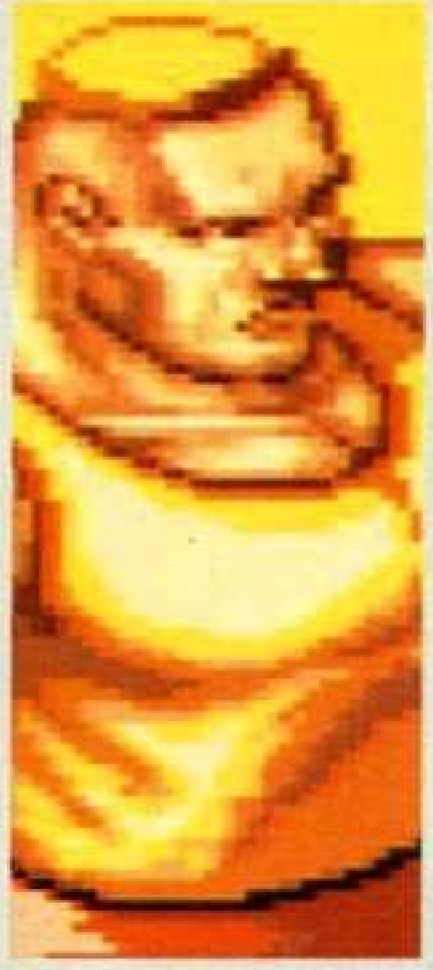
Here it is! The only game we've ever seen which seriously threatens to knock Streetfighter 2 off the throne as Greatest Beat 'Em Up Of All Time! We're talking Tuff E Nuff, the game which started life as Dead Dance and dropped our jaws to the floor when we first slapped it into the machine. Dozens of moves, millions of combos, tons of bosses, everything you could possibly want! So what does NMS do when one of the potential all-time greats appears on the horizon? Simple. We stretch out our mighty NMS hand and grab it for yet another World Exclusive. Yup, we've done it again...



THE FABULOUS FOUR

Incredible though it may seem, the fighters of Tuff E Nuff are blessed with as many moves than those in Streetfighter 2, even though the game uses just four buttons instead of six! The top controllers are left completely redundant, we know not why, but it's possible to pull off at least 20 moves per fighting character, and the possibilities for combos are almost endless. Just like SF2, combos are the key to winning big, and you can practice for days, even WEEKS, to get them right! Here's a brief rundown on each of the selectable characters and their individual special moves:

VORTZ



The big man of the pack. A huge, lumbering, not very bright fellow who specialising in all things which involve grabbing, throwing and generally chucking his weight about. He's got a nice line in strangle holds as well, and likes nothing better than wringing the necks of his hapless victims.

SPECIAL MOVES:

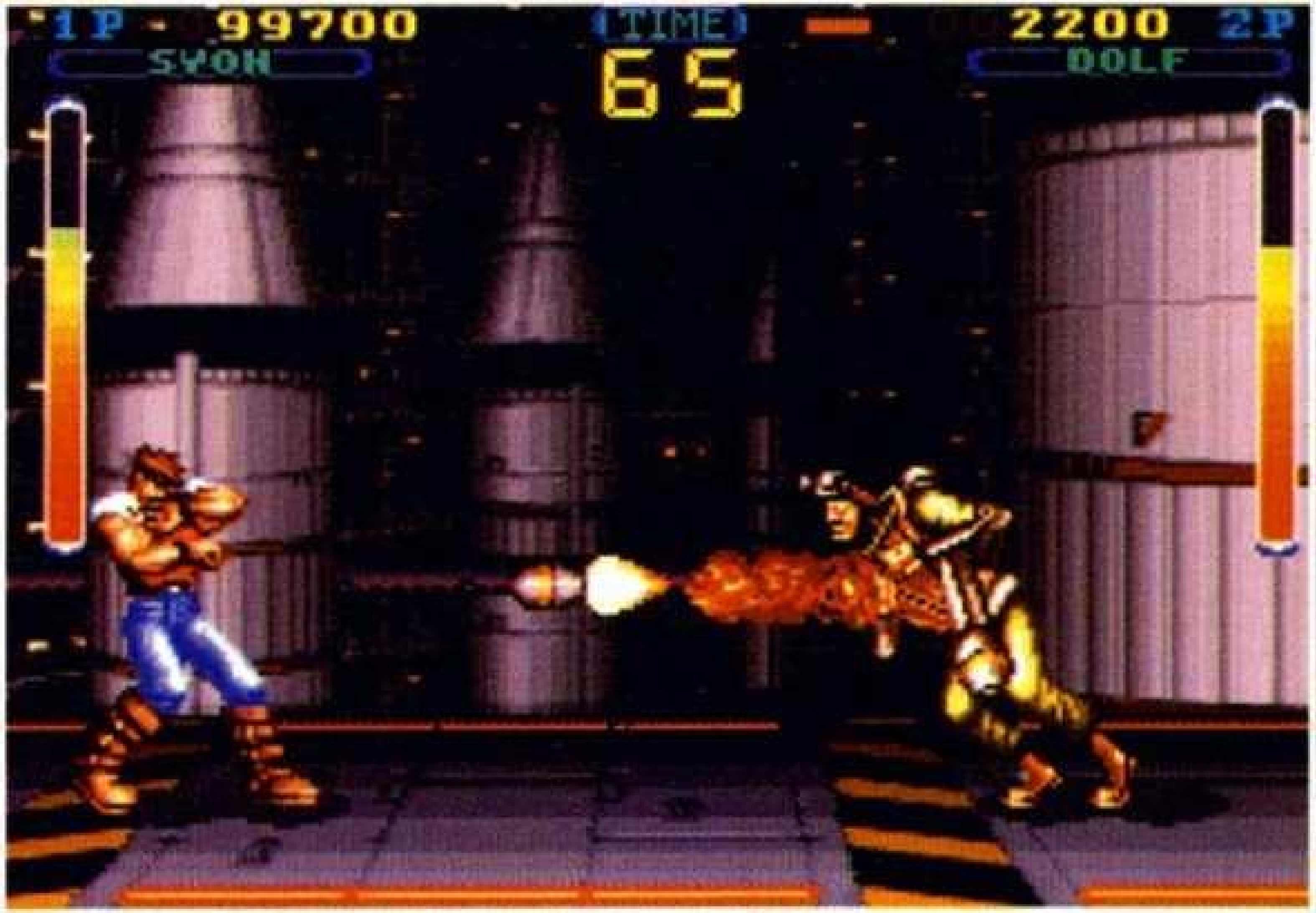
Suplex: Old muscle man makes the most of his great weight to wrong foot his enemies and waste them with a pile-driving drop of doom.

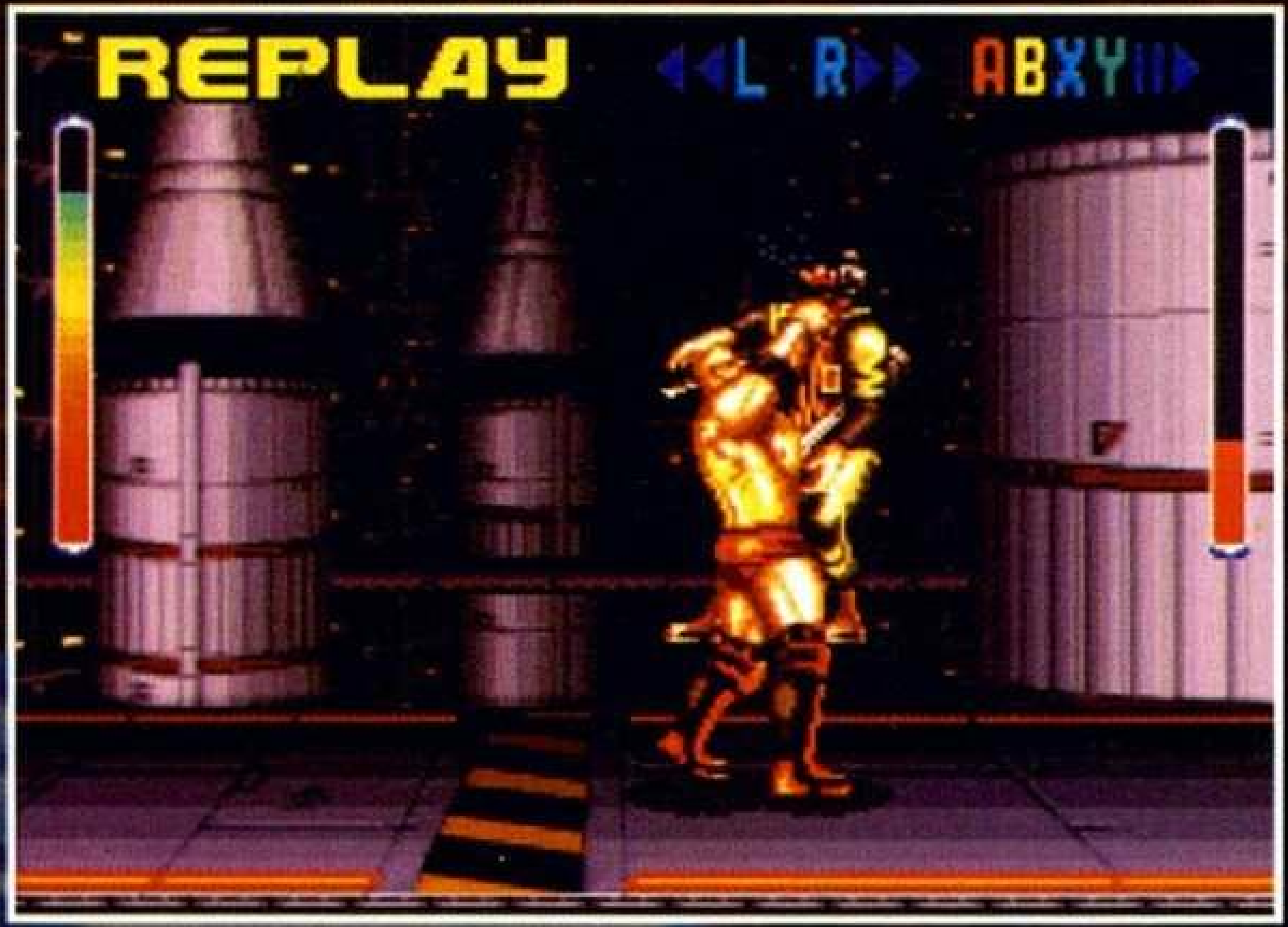
Muscle Burster: As you might expect, this is not the friendliest of gestures and usually involves the unfortunate victim suffering the full brunt of a gripping attack. Not nice.

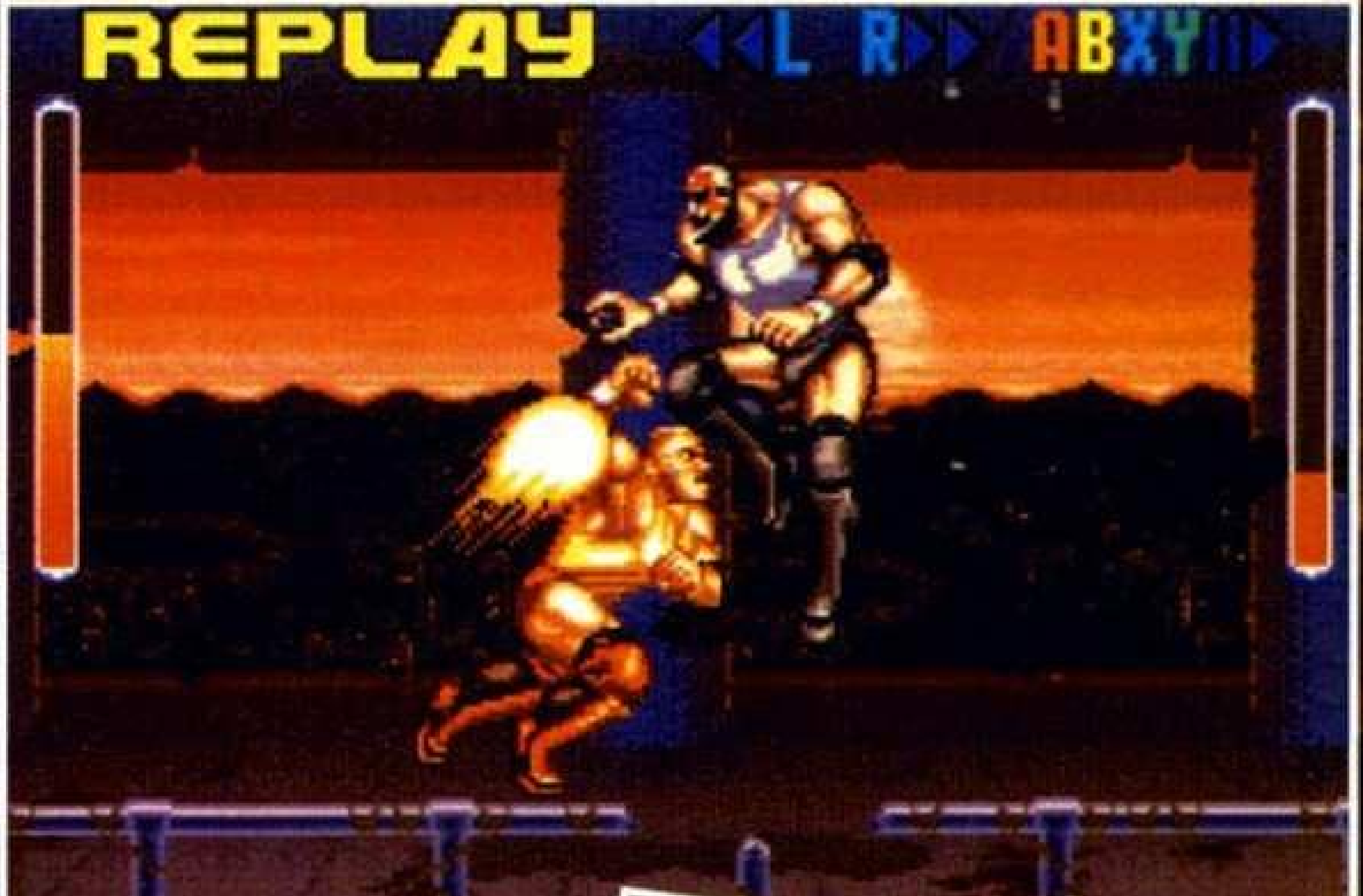
Lightning Tackle: One of the best moves in the game. Vortz summons up his energy and does a running charge straight at his opponent. If he connects full pelt, the result is disastrous!

Climb Axe: Innovative or what? Vortz grabs his victim around the waist, moves up to the neck and then turns to slam them down. Once you're in it, there's not much you can do to get out except beg for mercy.

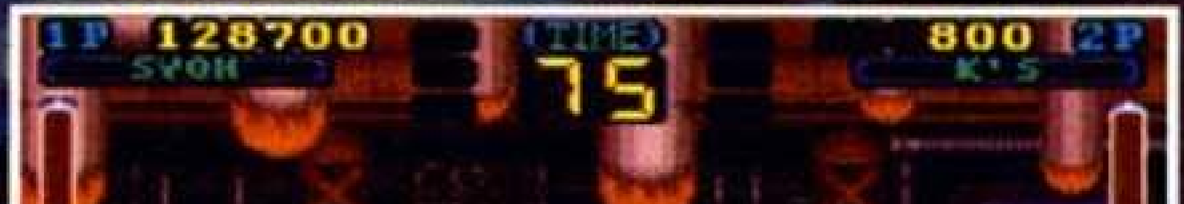
E NUFF





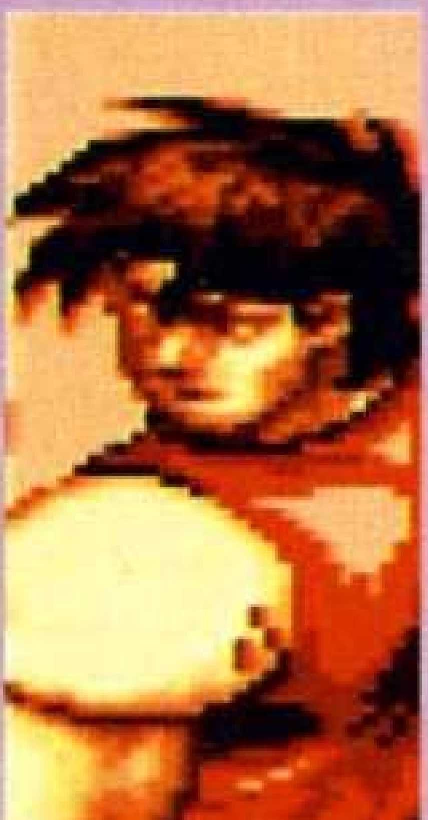


"What did you call my ma?", exclaims Vortz. "Gakk! Gakk!", replies Dolf!



Sadly, K's' gonads explode after months' of tension, costing him the bout.

SYOH



A street fighter with an attitude. Young and swift, Syoh is a great all-rounder complete with headband and Marks and Spencer jacket (reduced). He's also got a fair few killer combos stuffed up those elasticated sleeves and a nice line in lightning attacks.

SPECIAL MOVES:

Deadly Dive: Once in the air, Syoh can turn himself into a flying human bomb, diving straight at his opponent to inflict a huge wadge of damage.

Blue Thunder Attack: Summoning his spiritual energy, Syoh unleashes a fireball burst of pure energy horizontally towards his opponent - just like those in SF2.

Lightning Blade: Deadly in close-quarter combat. Again summoning his energies, Syoh unleashes a diagonal blade of energy across his body, throwing back anyone stupid enough to get in too close!

Flash Upper Cut: Massively useful defensive failsafe. Trapped in a corner or facing attack from the air, Syoh can unleash a power punch of pure energy to send his enemies spinning.

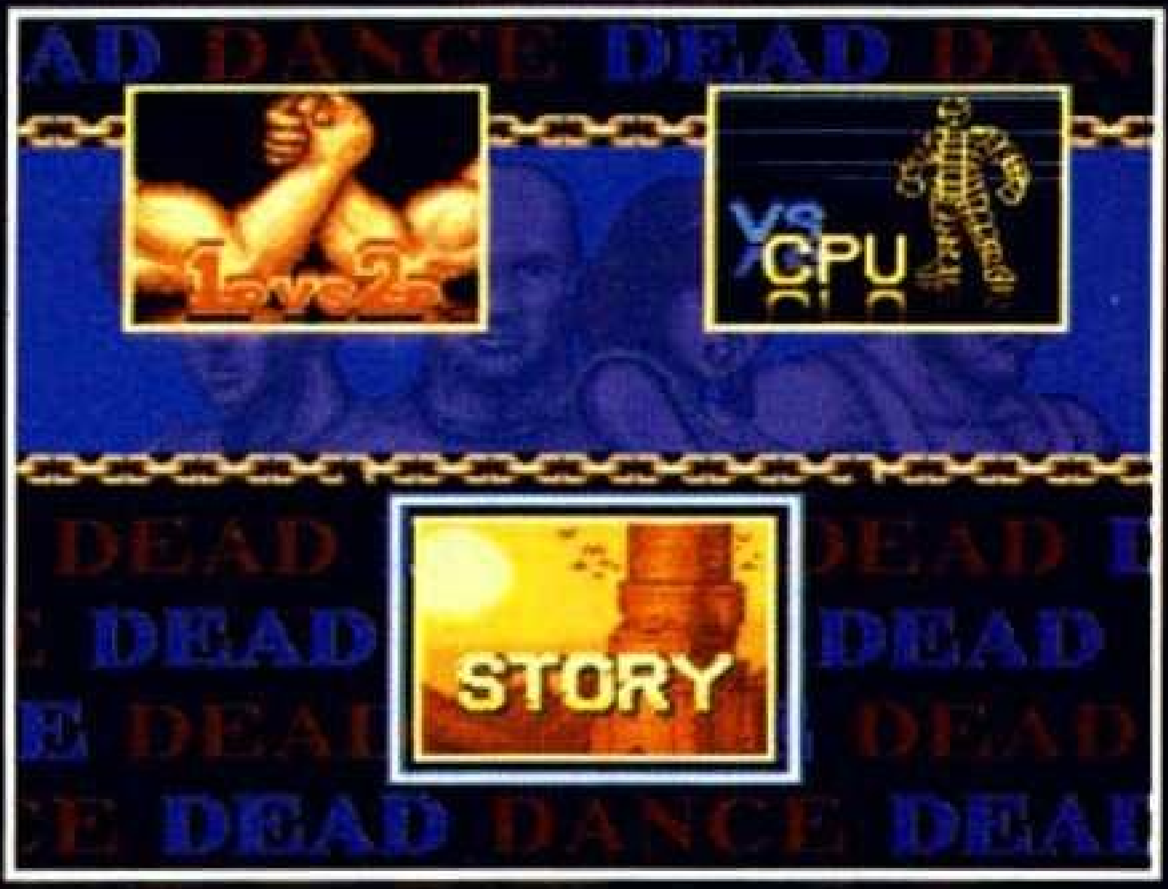
FAB FIGHT FRENZY

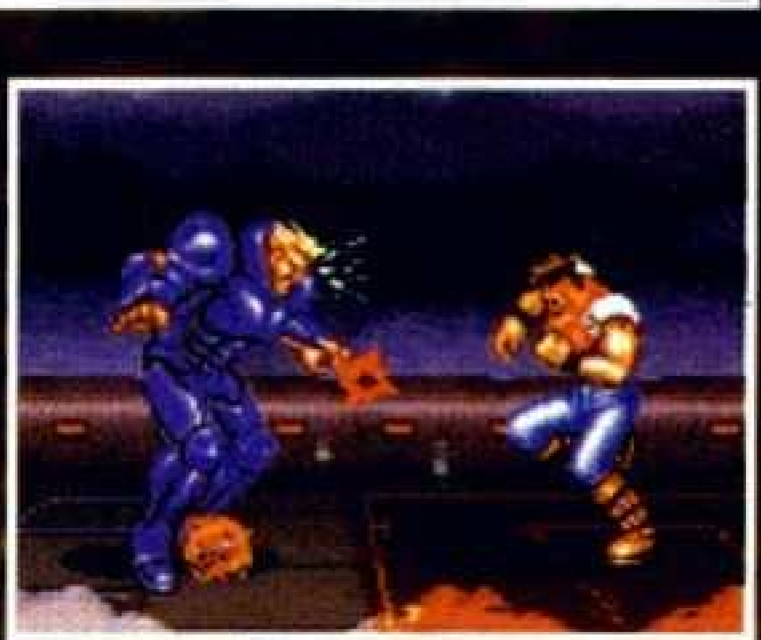
One factor missing from the awesome Streetfighter 2 is the ability to select the computer-controlled character you want to practice against and scrap them to your heart's content. The programmers of Tuff E Nuff have cured this niggle with a nifty game option which allows you to pick the fighter you want to fight. The three game modes are as follows:

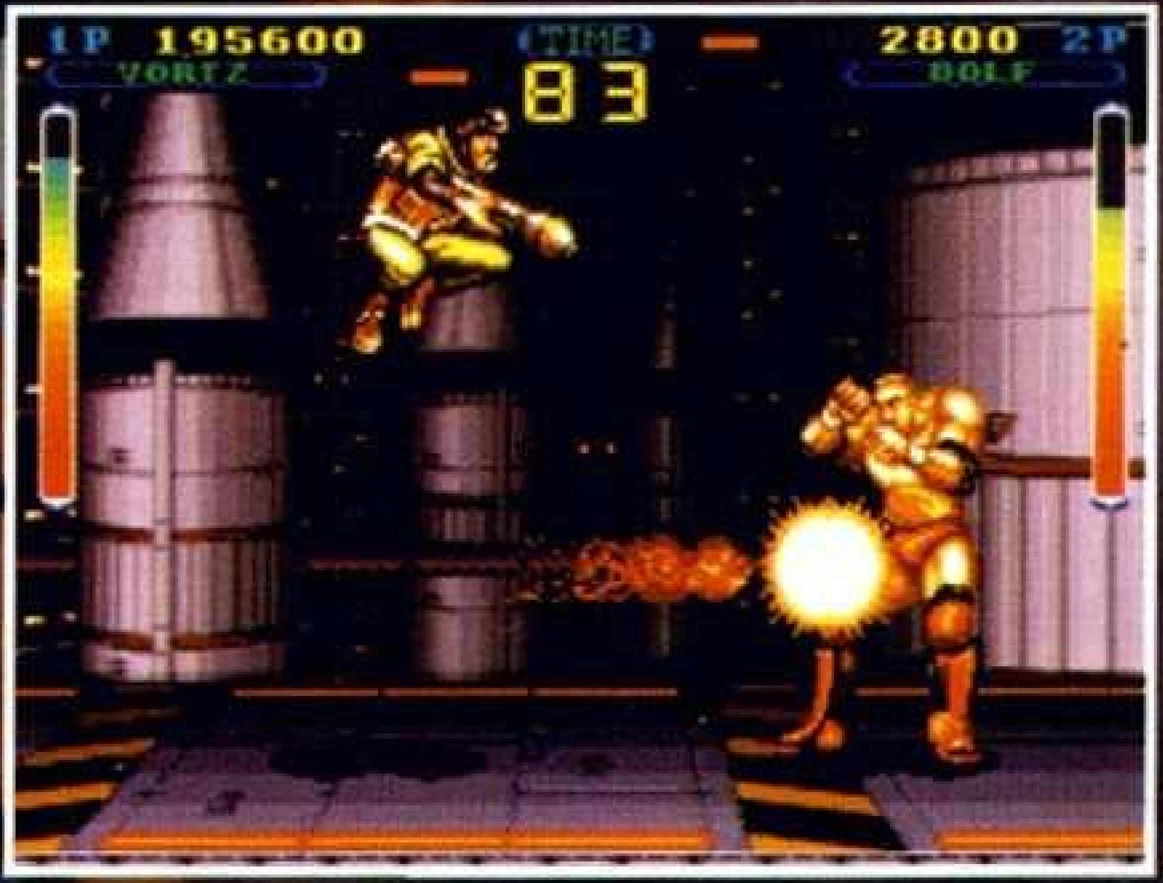
IP v 2P: The self-explanatory two-player game. Each player can choose from the four selectable fighters on offer and fights away. You can't each choose the same character, but we're reliably informed that Syoh and Zazi are virtually identical so nobody can moan that their fighter wasn't up to the challenge.

STORY: The main one-player game. Fight against the other three selectable levels and then six bosses waiting in the tower. Thump your way through that lot and you get to take on King Boss. More on this later.

IP v CPU: One player against the computer-controlled opponent of your choice. You can fight anyone except the King Boss. After all, why should he bother himself with you?





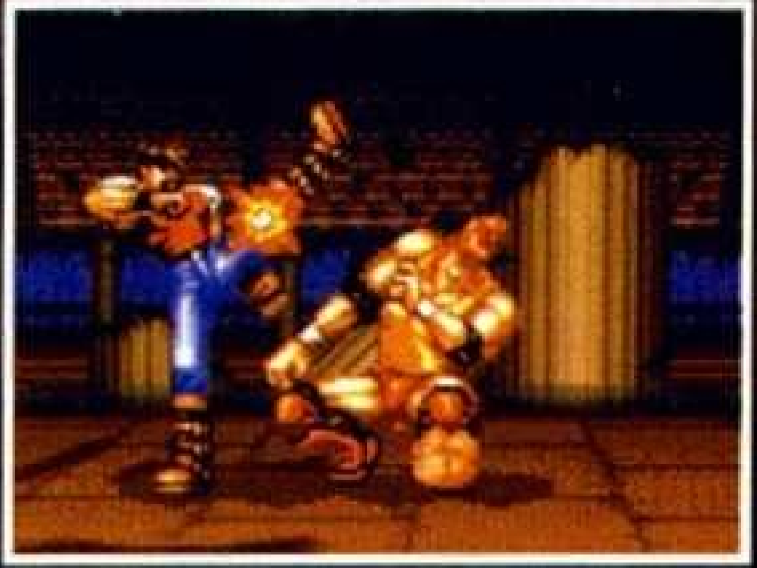


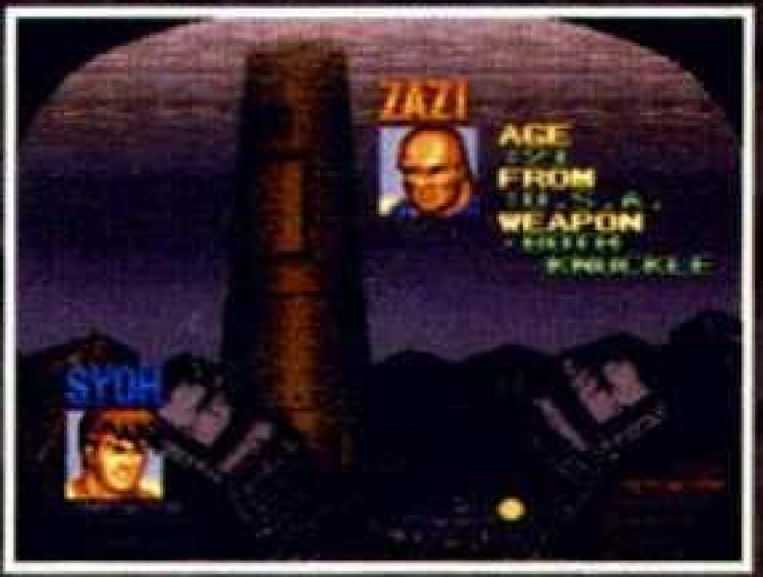
TUFF E NUFF OR STREETFIGHTER 2 - WHICH ONE WINS?

With all this lip-slobbering greatness crammed onto one cart, there's just one question which remains - is Tuff E Nuff actually BETTER than Streetfighter 2? Could this be the game which actually beats the world's greatest beat 'em up? Is this the game which will tide everyone over until Streetfighter 3 and provoke the same manic furore as Capcom's killer? Well, we're not going to say - yet. We've only had our Exclusive pre-production cart in the office for a few days, and whilst we can already say this is possibly one of the greatest console games ever, you'll have to wait for the full and equally Exclusive NMS Review to find out for sure! As you can see from the fighting feast crammed inside this issue, the future for Nintendo beat 'em ups is looking very rosy indeed. If this four-page Preview on this 16-meg beastie isn't enough, check out our News special and feast your eyes on the Brawl Brothers and First Samurai Reviews inside this very issue of NMS. And don't forget to wang in your entry to our awesome Streetfighter 3 competition if you want to show how hard you really are.

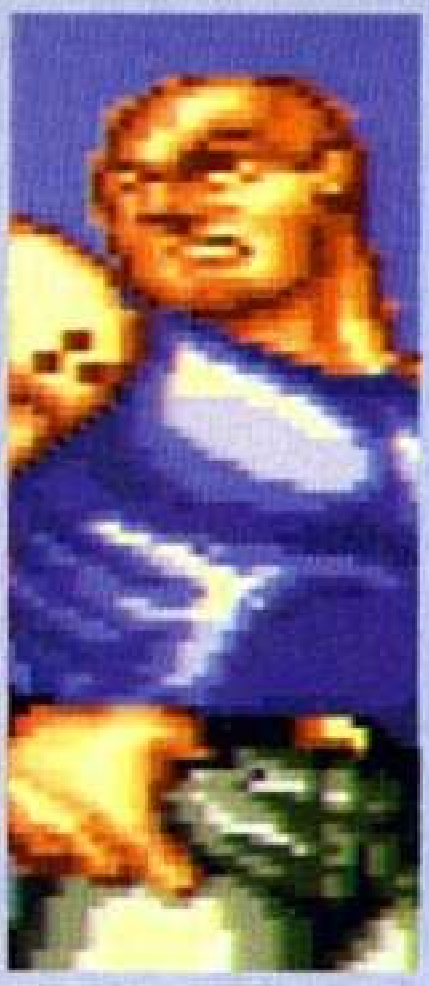
LET'S JUST SEE THAT AGAIN...

As if all these options weren't enough, Jaleco have gone and crammed a completely original feature into the game - an Action Replay mode! Dust your oppoent, or get dusted as the case may be, and you're treated to the last ten seconds in super-slowed-down glory. If it's all going a bit slow, you can always push one of the buttons and speed things up a tad! This feature comes into its own when you take on someone annoyingly good and happen to win a round - you can sit there for ages reliving your victory and driving them mad!





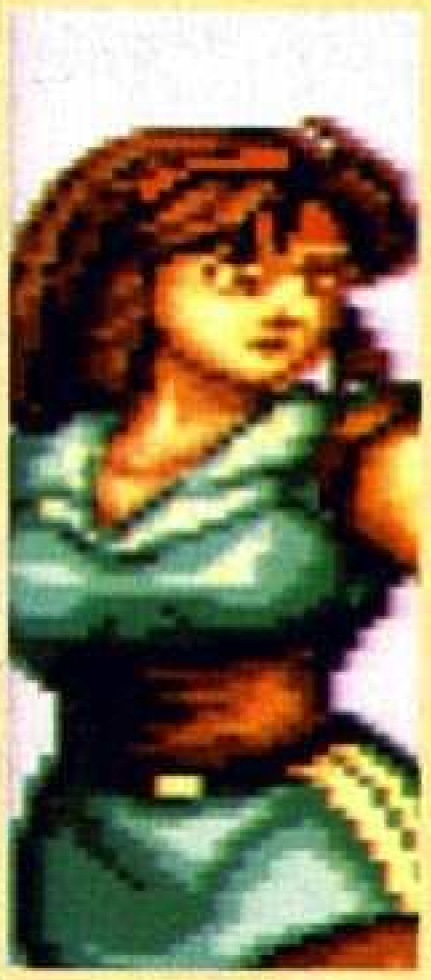
ZAZI



Another streetwise fighter. Very slightly slower than Syoh but definitely more resilient. The fact that he's a bit of a baldy does nothing to diminish his fighting skills, and his talents are equally matched with Syoh's so that nobody can complain about their character in head-to-head two-player fisticuffs.

SPECIAL MOVES: Identical to Syoh.

KOTONO



A skillful female knife expert with a nice line in slash attacks and general aerial acrobatics. She's very swift, especially in the air, but not quite as resilient as the others, although she can use her blades for effective defence against most of the hostilities thrown at her.

SPECIAL MOVES:

Legs Crasher: Useful low attack which can catch most opponents unawares. Pick your moment and strike.

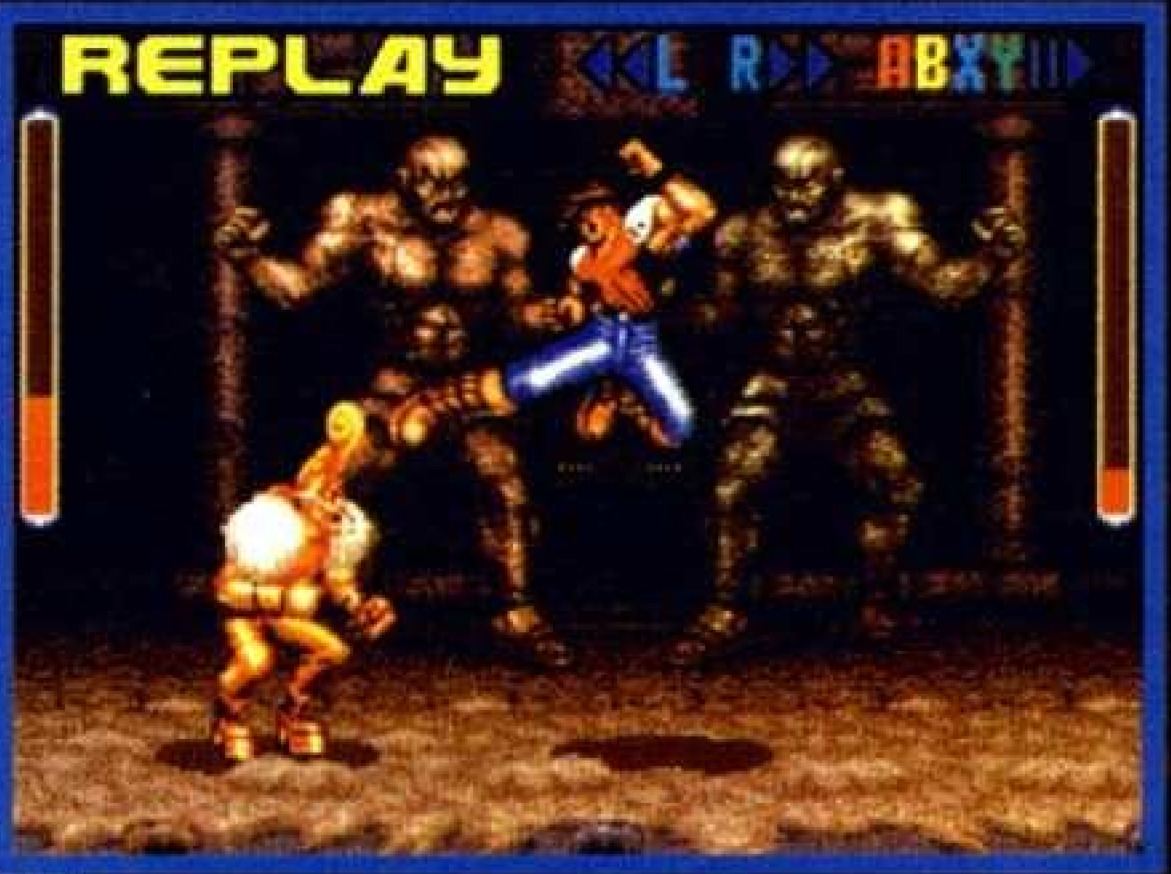
Kunai Shot: Old Koty comes armed with a couple of shuriken-style death blades. She's a bit of a markswoman and throws them both with devastating accuracy. Well, what else would you expect?

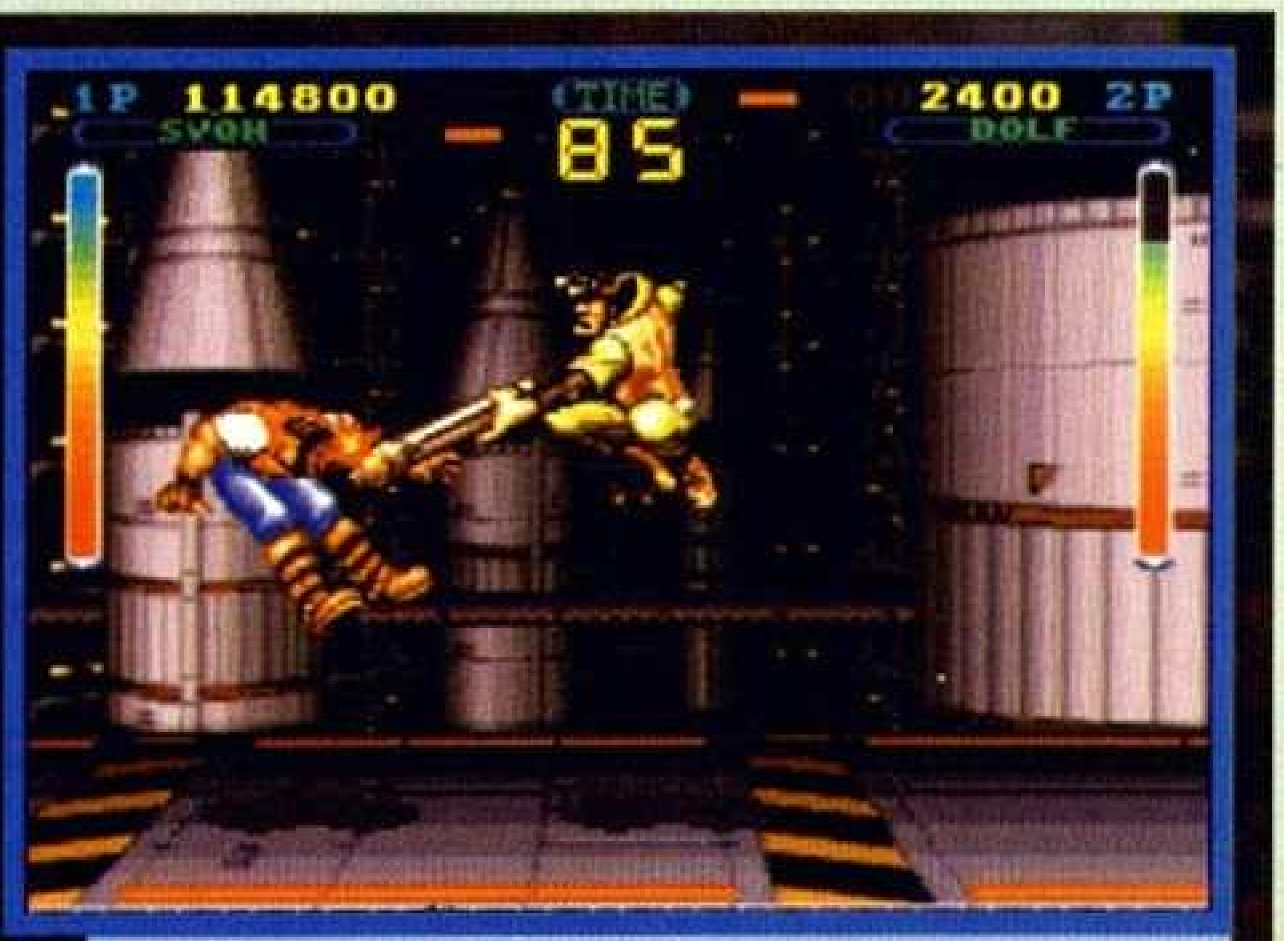
Dash Slash: Great surprise attack using both Kotono's knives to full effect. Suddenly she'll lunge forward to deliver a devastating blow faster than you can say, er, circumnavigationalisation.

Spiral Intercept: Spectacular spinning move pulled off relatively easily and good if you've got plenty of space to move about in.

BOSS OF ALL BOSSES

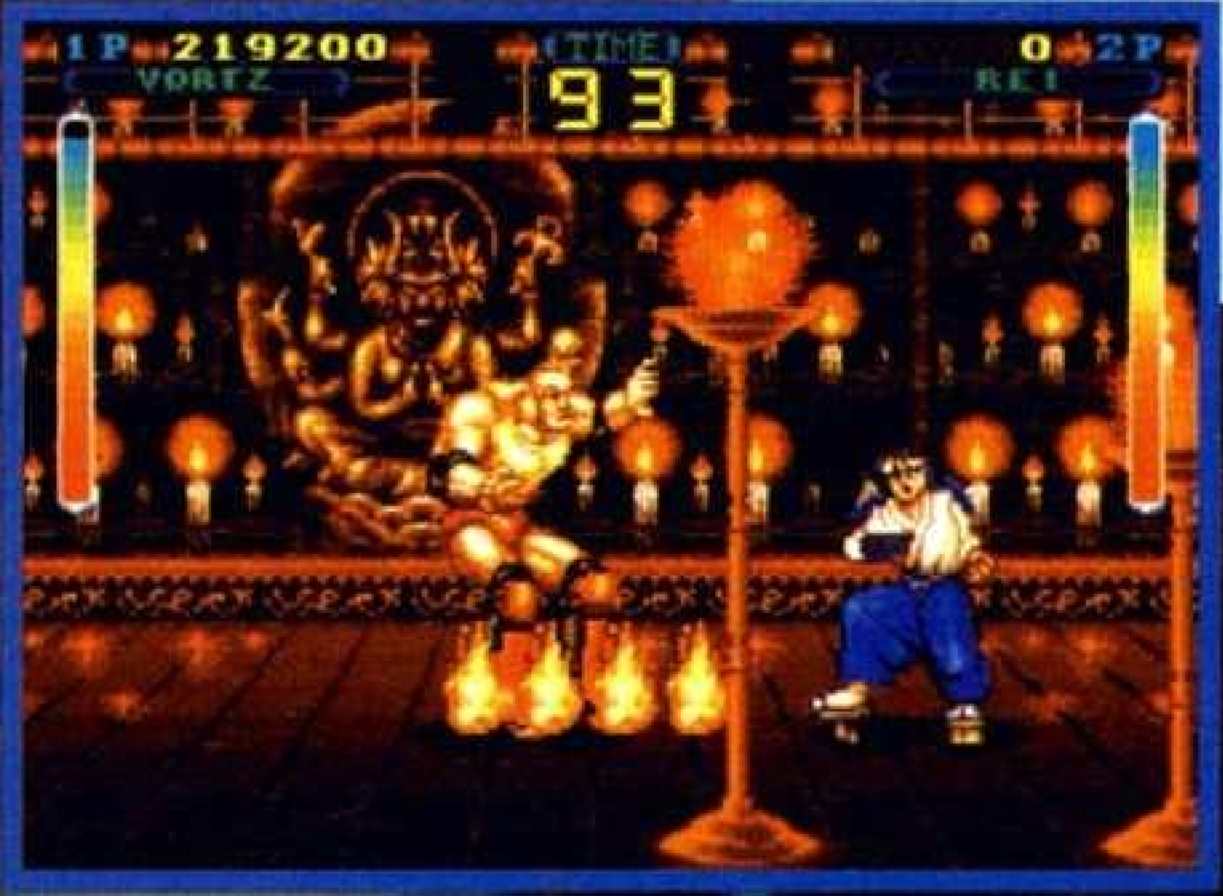
BEANS (Tower's Gate): If this bloke's cool, I'm a Dutchman. Actually, that's exactly what he is. Beans has a whiffy hairdo, a nose ring and insists on wearing clogs which, in my book, makes him as much of a Dutchman as a Dutchman can be. Don't underestimate him though. He's got a nice line in floor-board fire attacks and he's a bit of a psycho too - laughing like a loony whenever he wins.



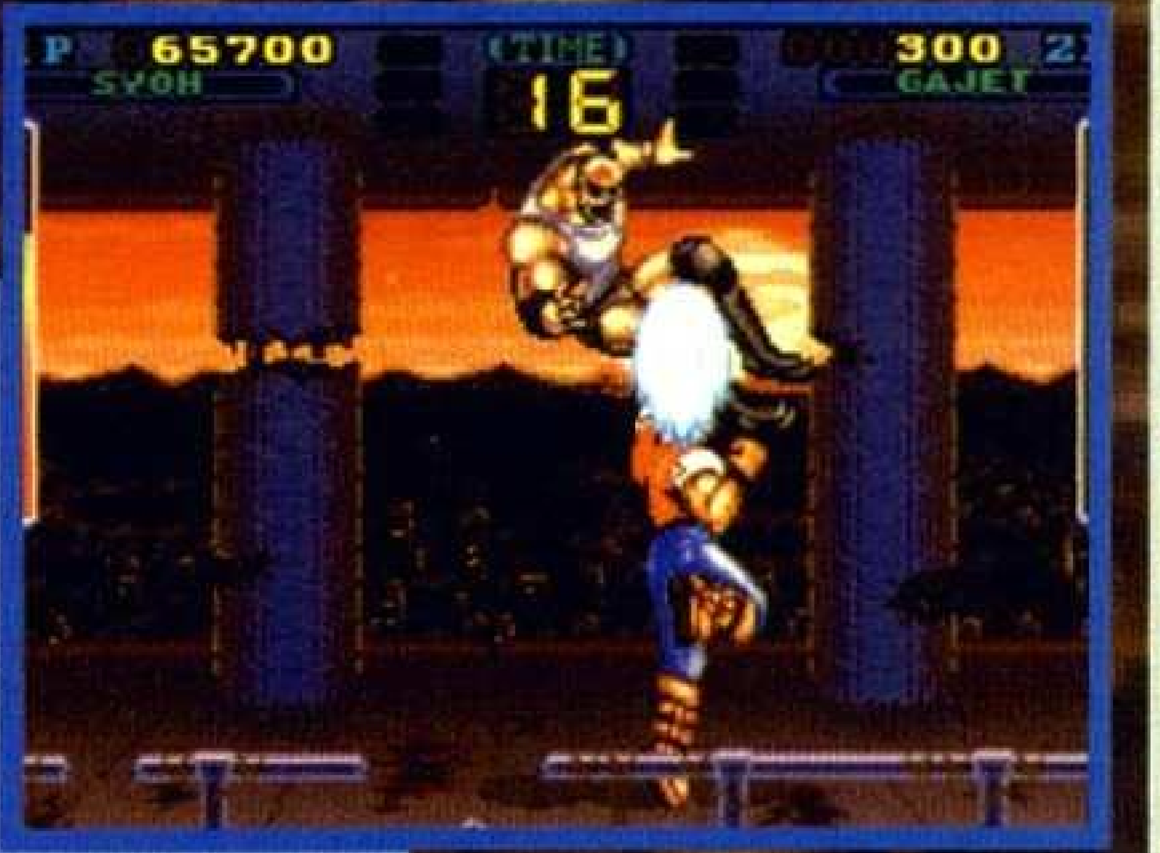


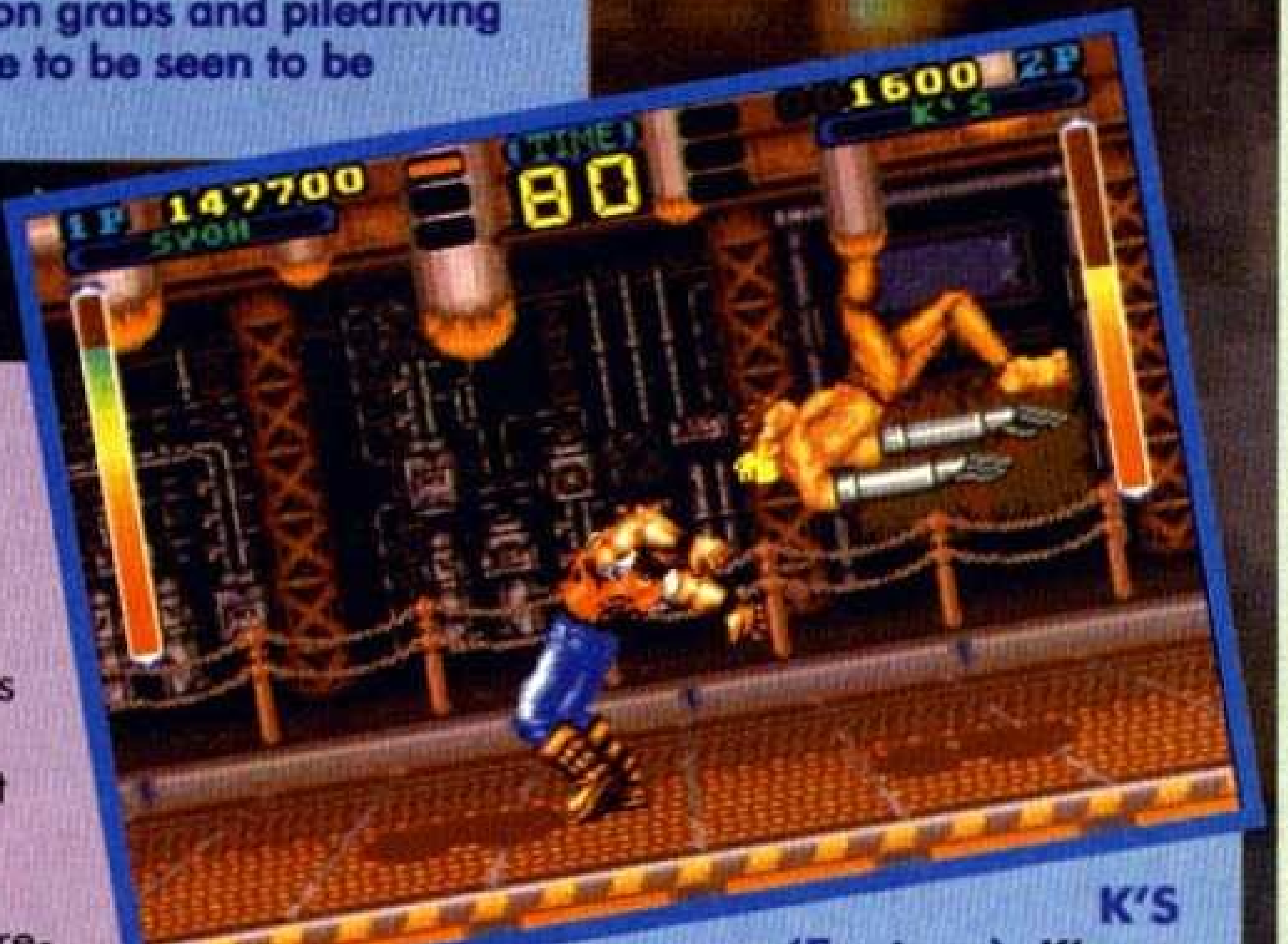
DOLF (Missile Silo): If you remember The Borg off Star Trek Next Generation you'll have some idea what this boy looks like. He's got an eyecatching eyepiece and rocket launcher strapped to his chest. He's a bit hard as well, and tosses a knife in his hand when he wins.

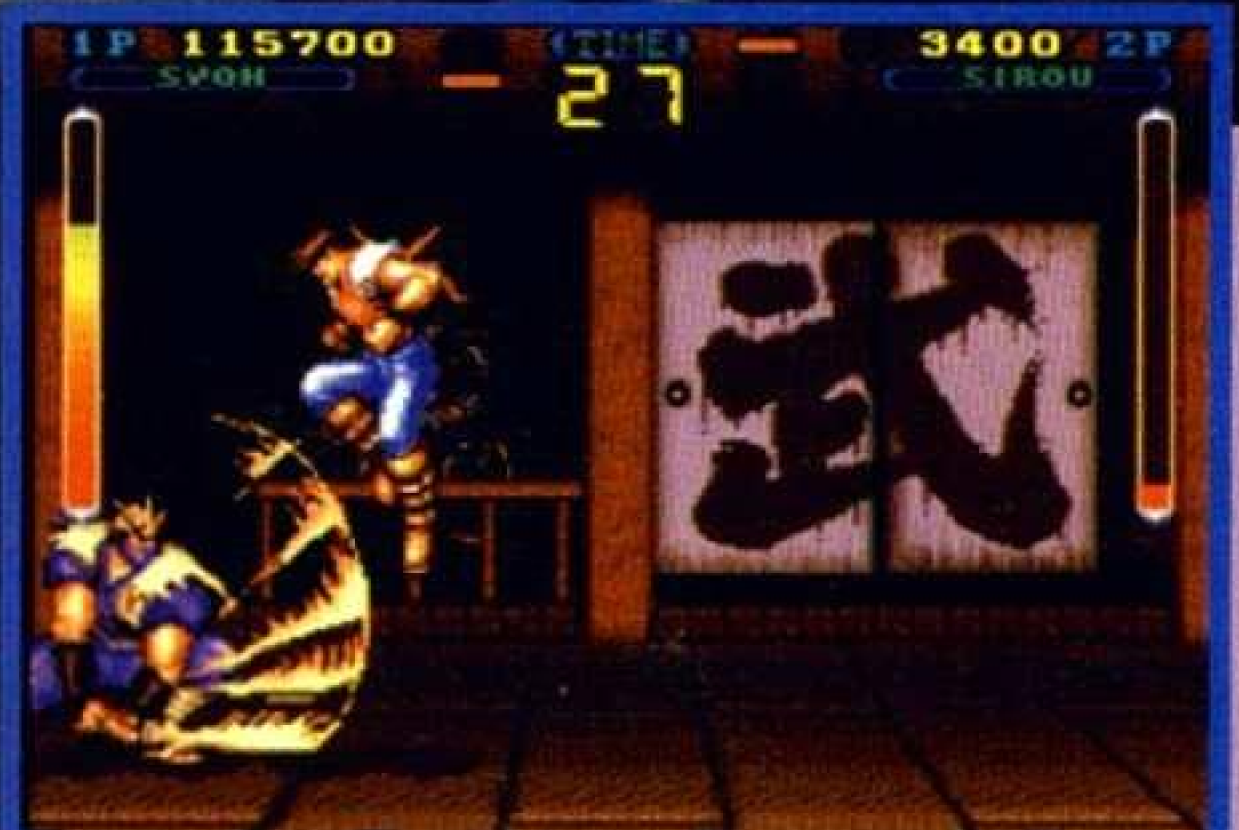
REI (Wooden Floor): Probably the greatest exponent of Judo in the known universe, Rei doesn't follow any of the rules normally associated with this noble sport. Instead she wears metal shoes to help her kick people and rolls fire across the floor whenever she can.



GAJET (Destroyed View Deck): Big and bold, Gajet is a wrestler whose moves are by and large the same as Vortz. This means that he's not to be trifled with, and some of his strangulation grabs and piledriving throws have to be seen to be believed.







SIROU (Ninja's Room): One of our favourites. This man is a Samurai, and his swordplay skills are near-legendary. Wears a mask to hide his emotions and is expert in the sweep and jab. Also possesses the power to inflict floor fireballs on his enemies, making him not nice at all.

KING BOSS (Tower Heights): Nobody knows who he is, where he came from or why he's here. The only way to discover his fighting talents is to battle your way through the game and earn the right to face him. Once there you discover, well, do you honestly think we're about to spoil it for you by telling you here?

K'S (Factory): K's lives in the factory, which is probably where he left his arms in some bizarre production accident or another. Luckily for him, the powers that be decided to replace them with robotic metal hooks, which he uses to full effect. He has a staggeringly long reach, so it's best to keep your distance, and he also has a penchant for lightning attacks in which he lunges forward to deliver some metallic murder.

REVIEW

SUPER NES

1 PLAYER

8 MEG

SHT GAME

MECHWARRIOR

PRICE:TBA
BY: ACTIVISION

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
EASY/MEDIUM

CONTINUES
NONE

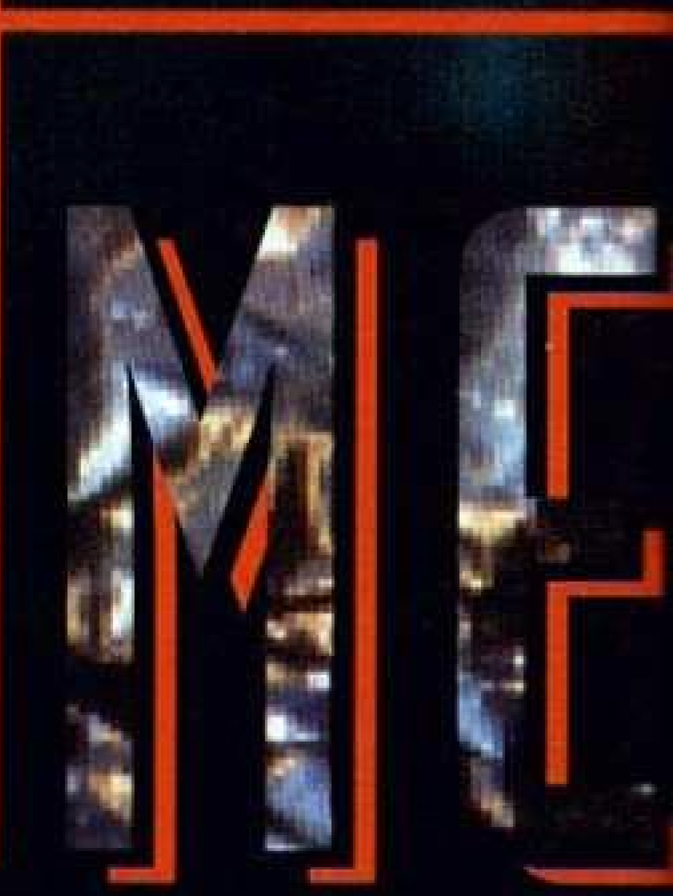
SKILL LEVELS
ONE

RESPONSIVENESS
GOOD

1ST DAY SCORE
ONE AGENT DEAD

ORIGIN

Mechwarrior is a conversion of the PC game based on the awesome multi-player coin-op, in itself based on the popular RPG board game!



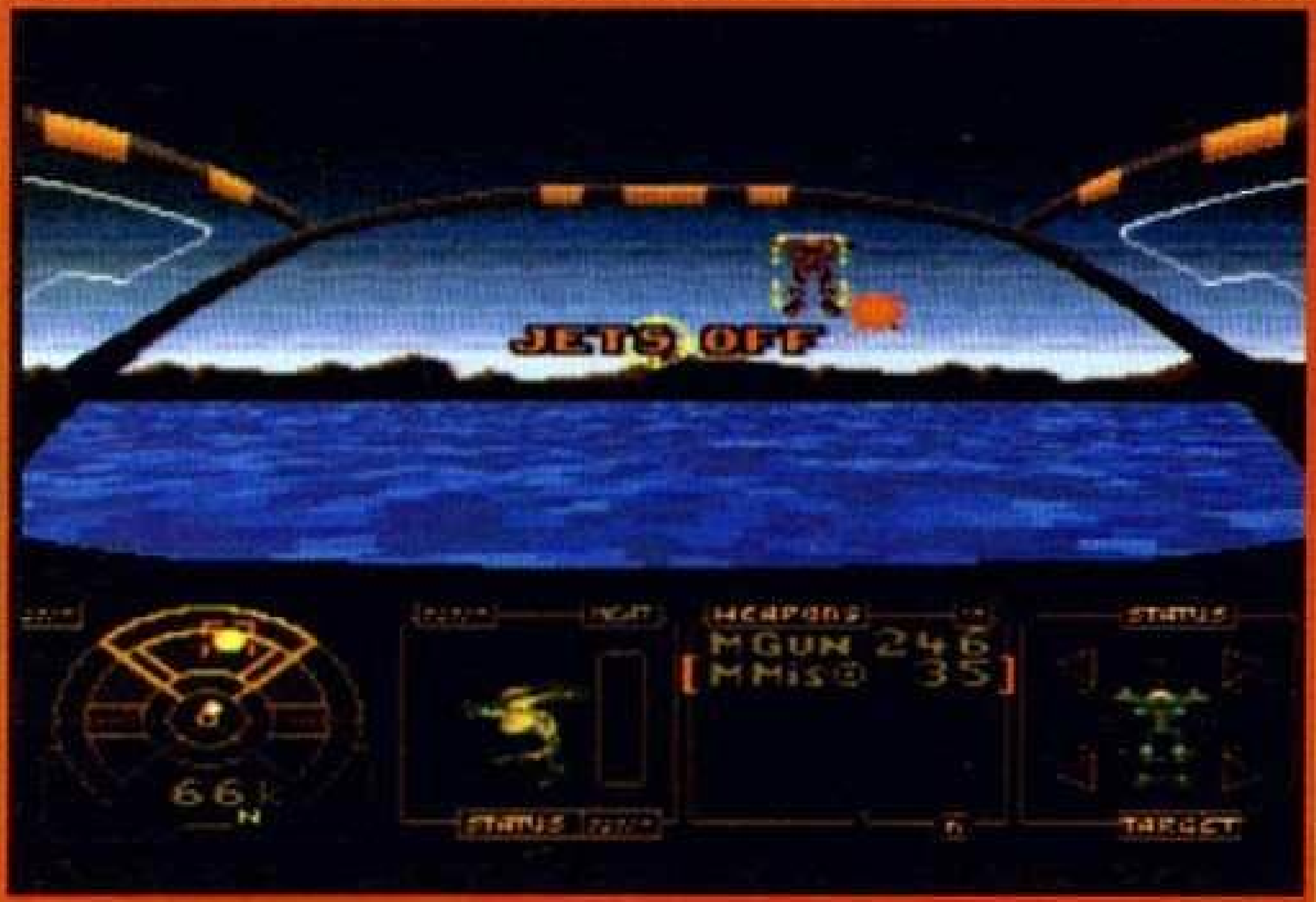
For the purpose of this game at least, your name is Herras and you're a man with a deadly mission. Ten years ago, the renegade cartel of mercenaries - the Dark Wing Lance - launched a devastating attack on a colony which killed your entire family including your annoying cousins - so maybe it isn't all bad.

However, the experience has turned you into a psychotic, deranged madman, justifying unthinking carnage in the name of vengeance (as you do). To that end, you've spent the last ten years turning yourself into a Mechwarrior - a rampaging gladiator who depends on fifty-foot robots to kick the cack out of anyone who asks you "outside".

Now you're at the height of your powers and you decide to chase up the Dark Wing Lance and shoot them to death (after thanking them for ten years free of annoying cousins). However, you've got to find them first. So you become a mercenary, taking on contracts to pay for your Mech whilst tracking down information on the Dark Wing Lance.

This generally boils down to choosing a mission, entering the battle area and blasting the hell out of enemy Mechs. With them all out of the way, you get loads of cash. Spend that cash on improving your Mech - or even buying a new one! Then return to the battle area and repeat the process, happy in the knowledge that you're one step nearer to annihilating the menace that is the Dark Wing Lance! Hurrah.

Aaaiieeee it's a copy of Tom and Jerry!

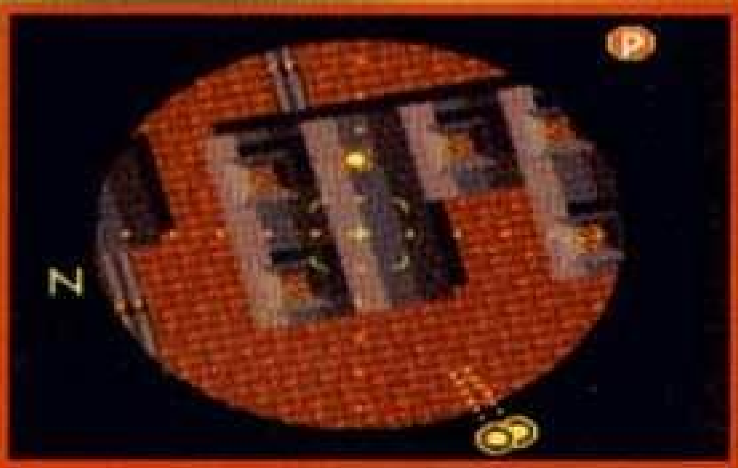


Worse things happen at sea for the Mechwarrior.

MISSION CONTROL

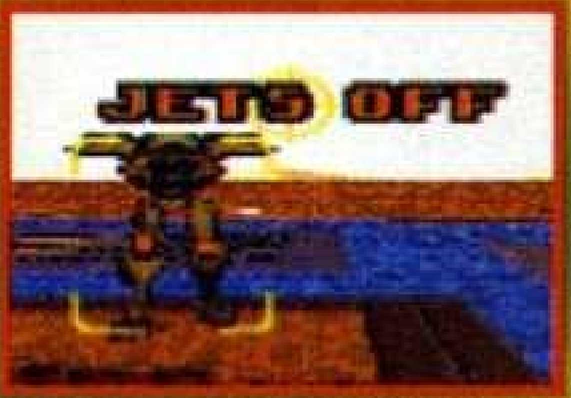
So you fancy risking life and limb (not to mention Mech) in a mission eh? Well, go to GHQ and choose a contract. If you're not happy with the cash being offered, barter for your services and (hopefully) squeeze some more cash out of your prospective employers. Mission Control is also the place to be if you want to save your game.

The scanner tells you before your eyes can.

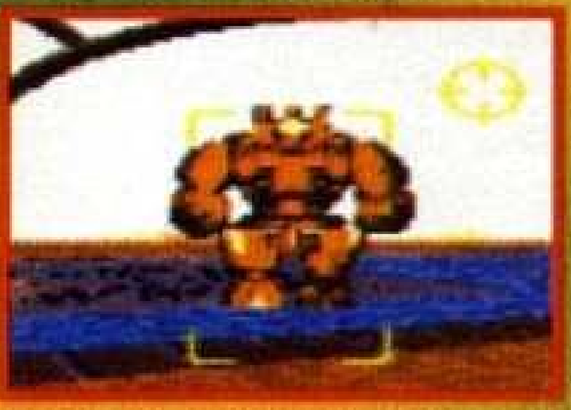


Mission 1 - assault on Ford Dagenham

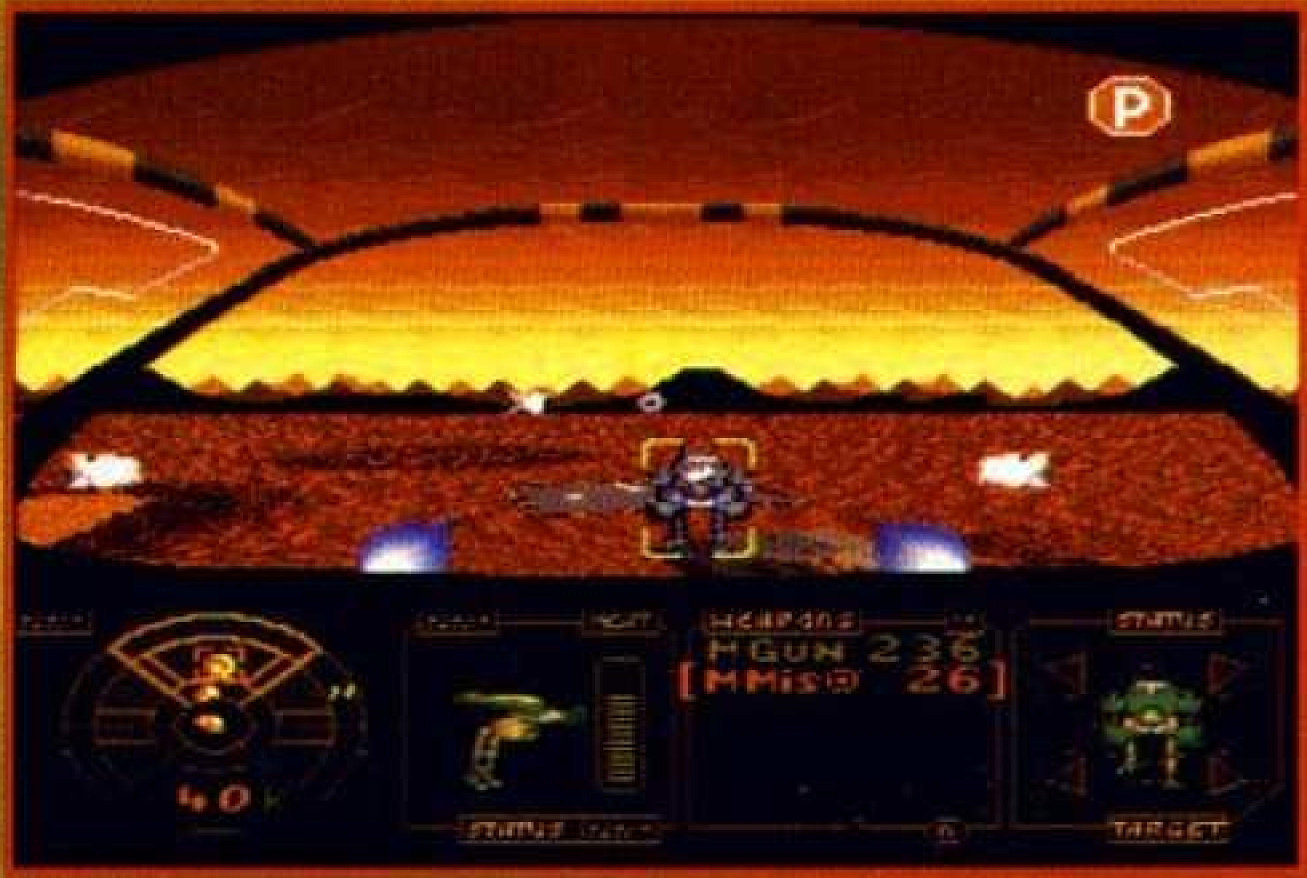
CH WARRIORS



The jets are off...



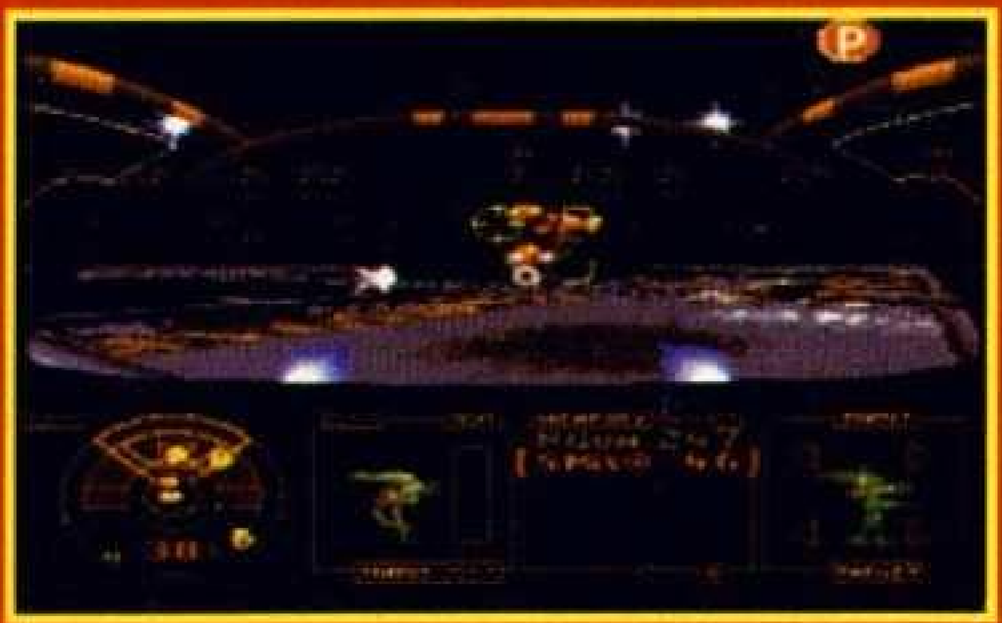
At this distance this enemy Mech is scrap metal.



The temperature's risin', it isn't suprising (© M. Monroe)

MECH CENTRAL

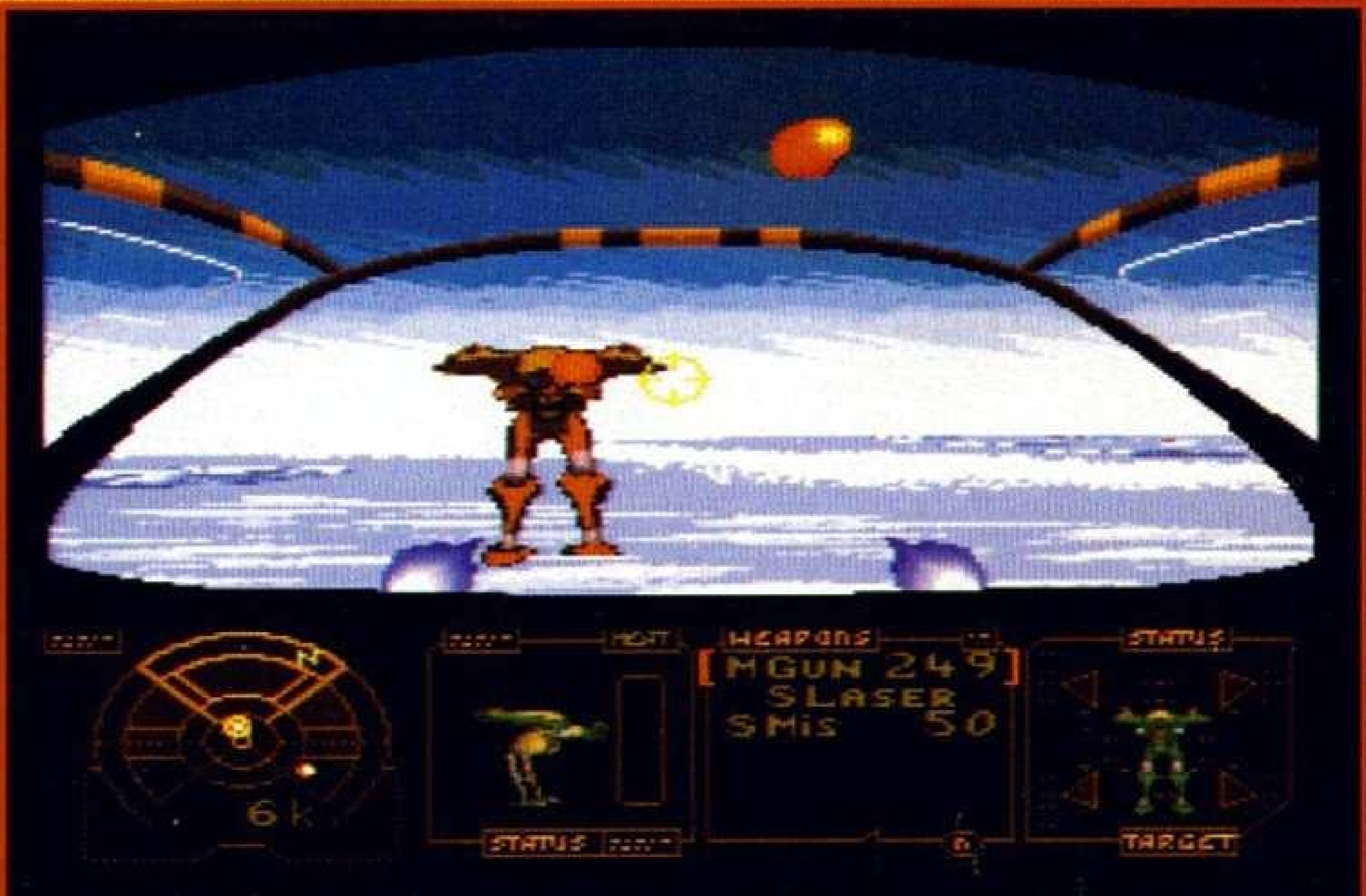
When you want to customise, repair or even sell your Mech, it's time to take the last train to Mech central. Owing to slight differences in the combat missions, it is wise to alter your Mech configuration every mission (unless you're hard like us and worked out the ultimate set-up). Weapons on offer include missiles (short, medium and long-range with optional homing circuitry), lasers (small, medium or large) and particle cannons (the ultimate bolt-on blaster!)



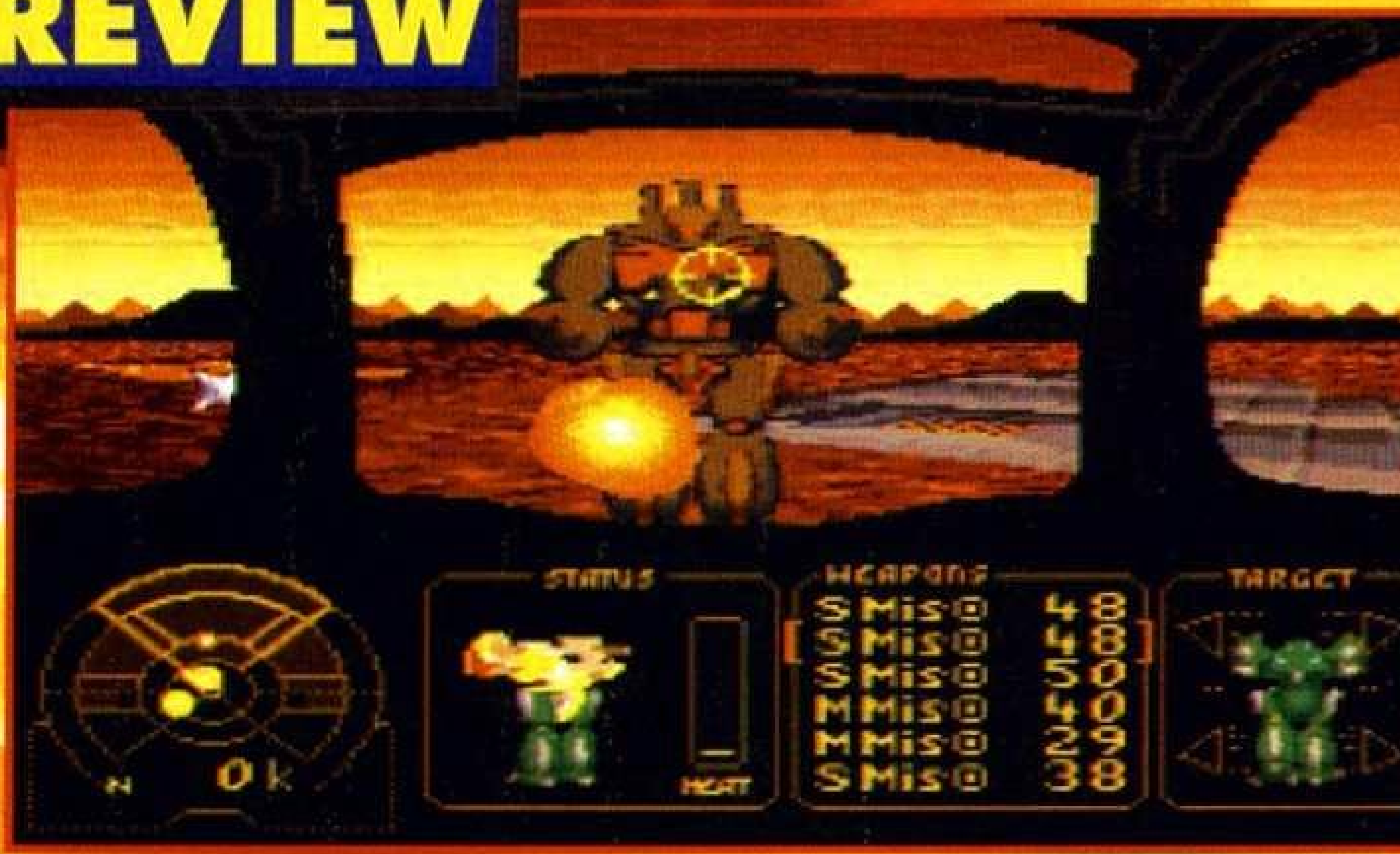
COMMENT

GUS

Mechwarrior came as a bit of a surprise, not being hyped to any degree, but even the first appearances make it out to be something special. The graphical effects are very impressive, though blocky, which is the price to be payed for speed and smoothness. They are probably the best that can be created using the DPS chip (as used in Pilotwings). I liked the way the game split nicely into a strategy and action section, with the sub-plot of finding the renegade gang using clues and contacts at the base. All the purchasing and customising of Mechs gives Mechwarrior a real sense of atmosphere beyond the arcade game-play. However, it has some major flaws. The battle sequences themselves are usually pretty short. Victory is either swift and decisive, or suddenly you're a heap of junk. The playing areas are quite small, so tactics are limited, and even weak missiles have too much strategic advantage over the most powerful lasers. Having said that, I'm not such a game pro as Rich, so I found the game's difficulty level rising quite fast. Coupled with the range of objectives: searching, protecting, scavenging etc, the substantial challenge makes Mechwarrior one of the best games I've seen this month. The idea of an improved sequel, maybe using Super FX is even more appealing.



We're walking in the air...with our 20 ton thrust mech boosters.



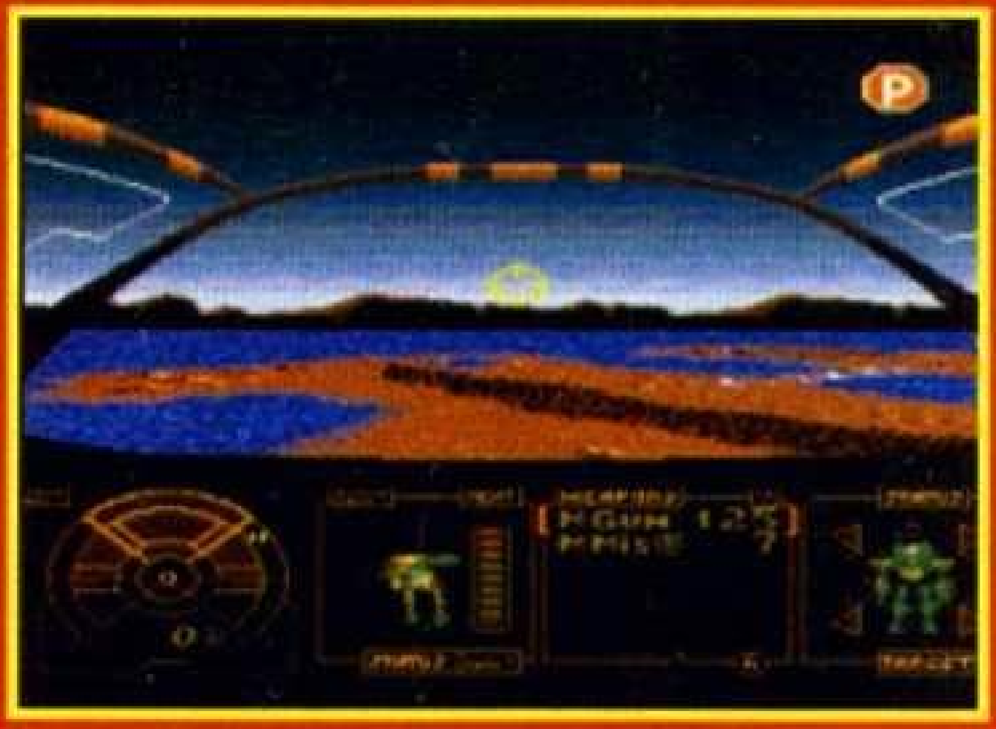
COMMENT

RICH

At first I was stunned by this game. The graphics and sound are truly superb, and the game literally drips atmosphere, owing to the incredible presentation. I was taken in by the gameplay too which is, at first, fast and exciting. I was bowled over by the range of weaponry and all the different Mechs you could buy. But then, a couple of days later, I suddenly lost interest. I had bought the best Mech and was wiping the floor with the opposition. What's more, by then I'd really grown bored of the lack of variety in the missions and the prospect of repeating the same strategies and tactics again for the thousandth time was enough to make me turn off the game and pursue something more interesting. What's also odd is the fact that if you strip off all the lasers on your first Mech and buy short range homing missiles, you're just about unbeatable for around 20 missions! Doh! With a bit more variety and more thought in the gameplay, this could've been something exceptional, as it is, it's what we in the office call an "almost nearly but not quite" game.

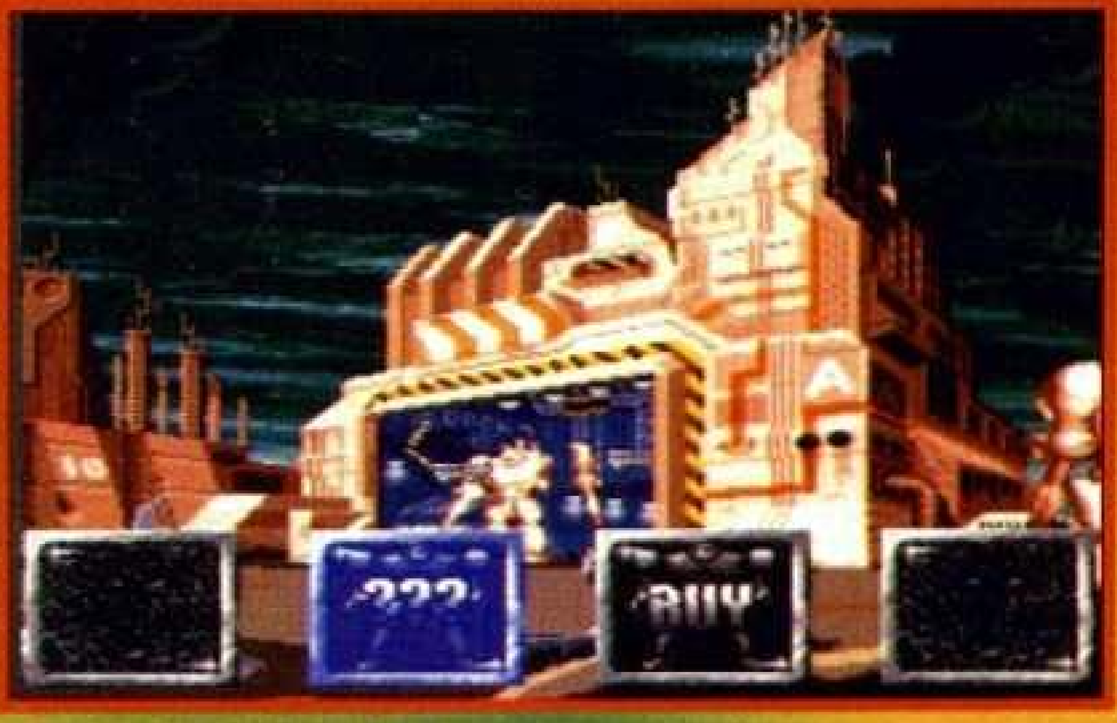
THE HEAT IS ON

Of course, all of these engines, lasers, jets and missiles are enough to cause your Mech to overheat if you're not careful. If you let this occur, your Mech shuts down - leaving you to the (not so) tender mercies of the enemy! The best tip is fire only when you need to, lay off the jump jets and jump into the nearest lake/ocean if you're getting a bit hot under the collar.

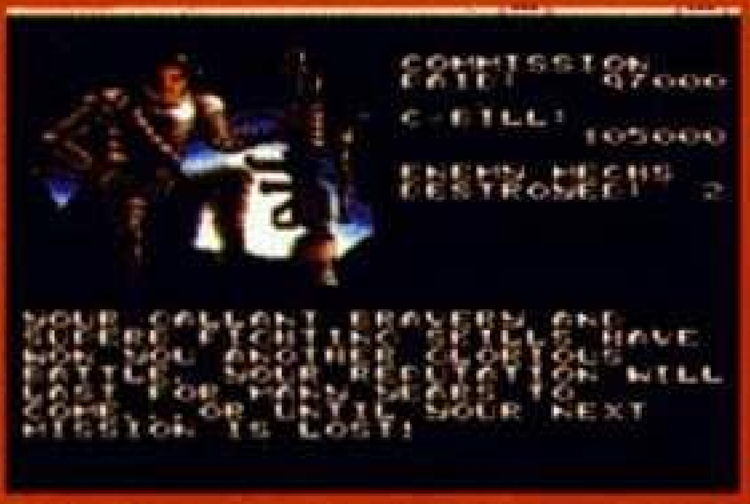


▲ The engines canny take it, sir. Cool it.

▲ This spooky New Romantic type is you!



▲ The impressive vissta of the home wolrl.



COMMISSION RATE: 87000

C-BILL: 105000

ENEMY MECHS DESTROYED: 2

YOUR GALLANT BRAVERY AND SUPERB FIGHTING SKILLS HAVE WON YOU ANOTHER GLORIOUS BATTLE. YOUR REPUTATION WILL LAST FOR MANY YEARS TO COME... OR UNTIL YOUR NEXT MISSION IS LOST!

▲ Success. Keep knocking at my door.

▲ This gert tasty chich with the big weapon is a friendly agent.

How To Control The controls are straightforward enough. Quite simply, the movement of the individual players around the ice reflect the up, down, left and right movements on the D-pad..

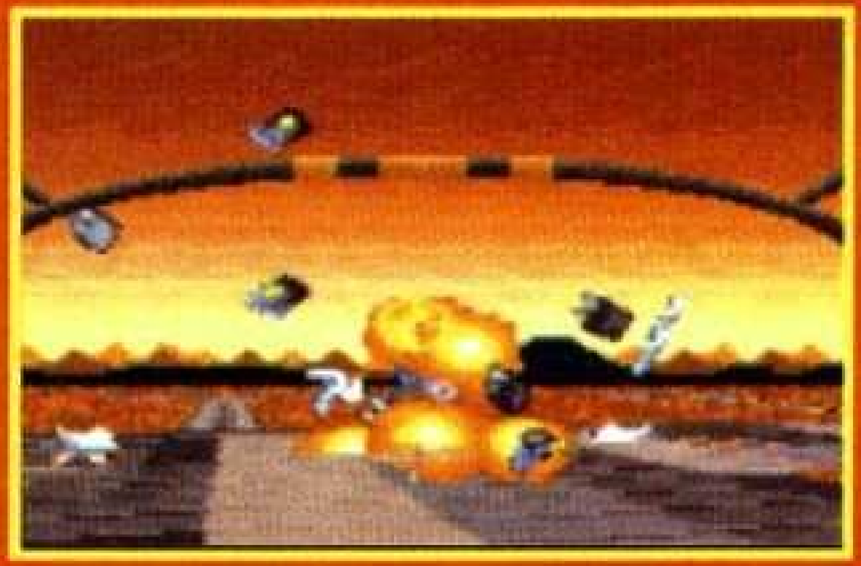
A	Jets on/off.	X	Map˙
B	Fire.	Y	Move sight/select target˙
L/R	**L** : Select weapon**R** : Select weapon.	S	Starts and pauses the game

How To Play Choose your mission and take your Mech into the fray the basic object to blow up every other Mech in the game area. Earn money and customise your killing machine!

To chase up leads on the renegade mercenaries who butchered your family, check out the cantina. The bartender, or one of the boozers may have some information. Make it a regular stop-over and patrons may offer you contracts, or just conversation

COMBAT!

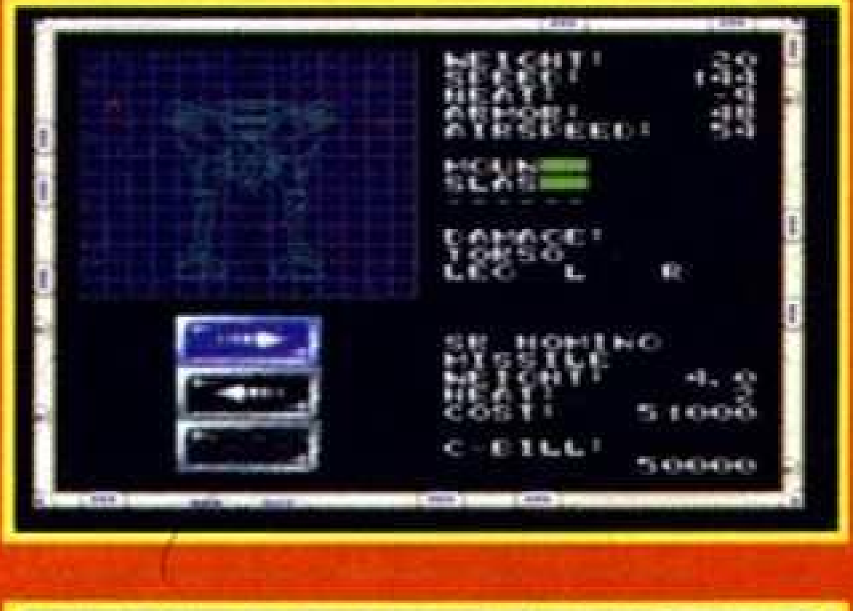
Here you are, in the thick of it all. The basic objective of ninety per cent of the missions is just to blast the hell out of the opposing Mechs! For the fastest kill, concentrate your fire on the head or the chest. Blasting off arms and legs is all very well; but it doesn't eliminate the threat.



MECH WALESA

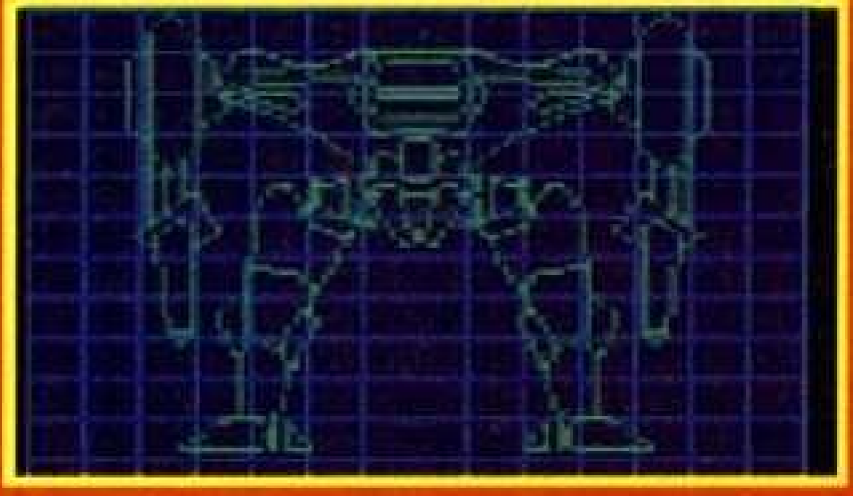
LIGHT MECH

The Mech you start the game with. This machine is obviously limited in the weaponry you can attach, owing to the lack of arms. On the plus side, it's a good deal faster than the bigger Mechs.



LIGHT MECH PLUS

This has all the speed advantages Light Mech, but has a reinforced body structure, better legs and (best of all) arms! This means you get speed and decent weaponry! Shame about the armour though...

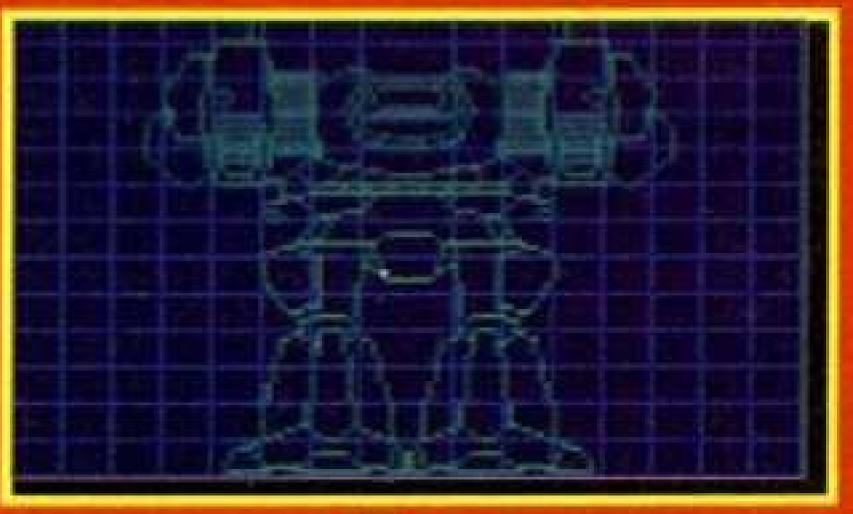


MEDIUM MECH

The Medium Mech is a good deal larger and taller than its predecessors and has a greater scope for customisation, but overall, it's far too similar to the Light Mech Plus and not worth the extra cash.

HEAVY MECH

This massive Mech has truly superb armour, meaning that it can take quite some punishment. It comes with two particle cannons - extreme range, highly powerful weapons. Well worth investing in.

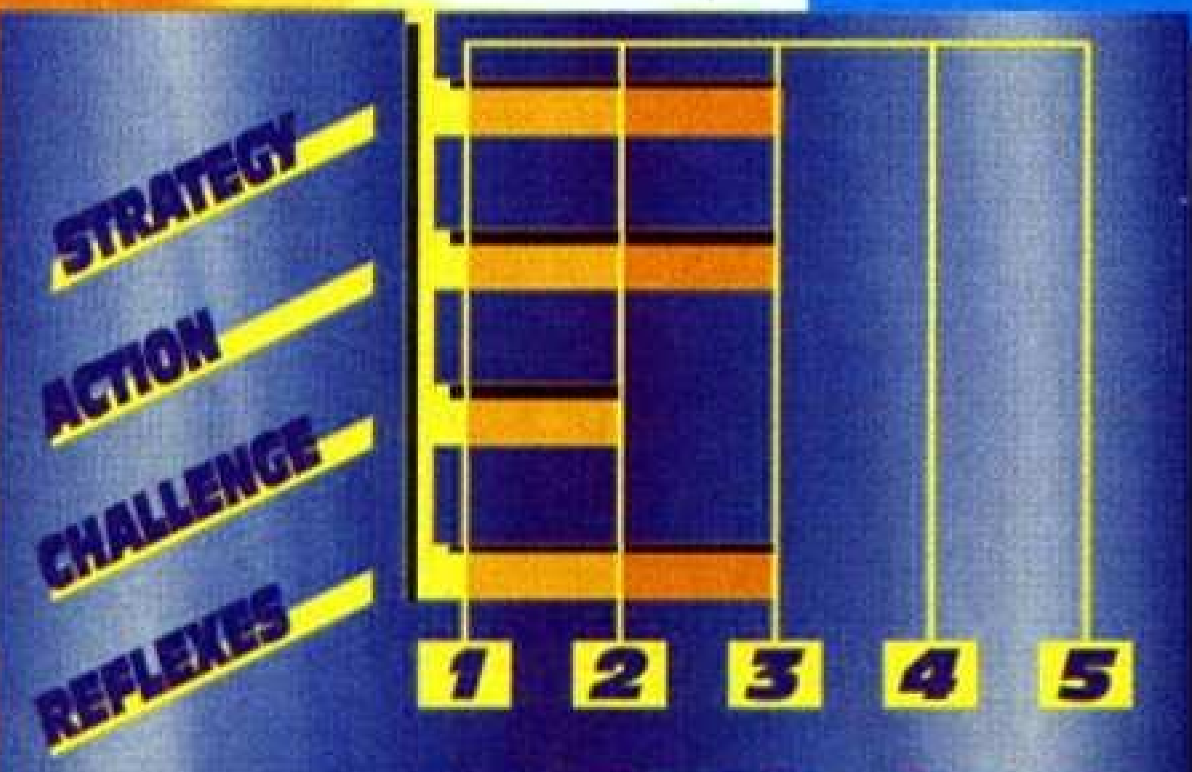


ASSAULT MECH

These babies were designed to pack the ultimate in armour and firepower. The only problem is, can you put up with repair bills of 300,000 C-bills every mission? Can you even get the necessary 2,432,000 C-bills necessary to buy it

THE CANTINA

RATINGS



BREAKDOWN

PRESENTATION

▲ A great intro kicks off the game, and this high standard of presentation continues through the entire game. Some of the static screens are excellent.

88

GRAPHICS

▲ The sprites and backgrounds are superb, and the animation is equally good. The icon-driven between-battle sequences are graphically excellent as well!

87

SOUND

▲ The game is blessed with a large range of thunderous sound effects and some pleasing movie soundtrack-style backing music.

90

PLAYABILITY

▲ The urge to complete missions and customise your Mech extremely strong...
▼ But it must be said that the missions get repetitive after a while.

85

LASTABILITY

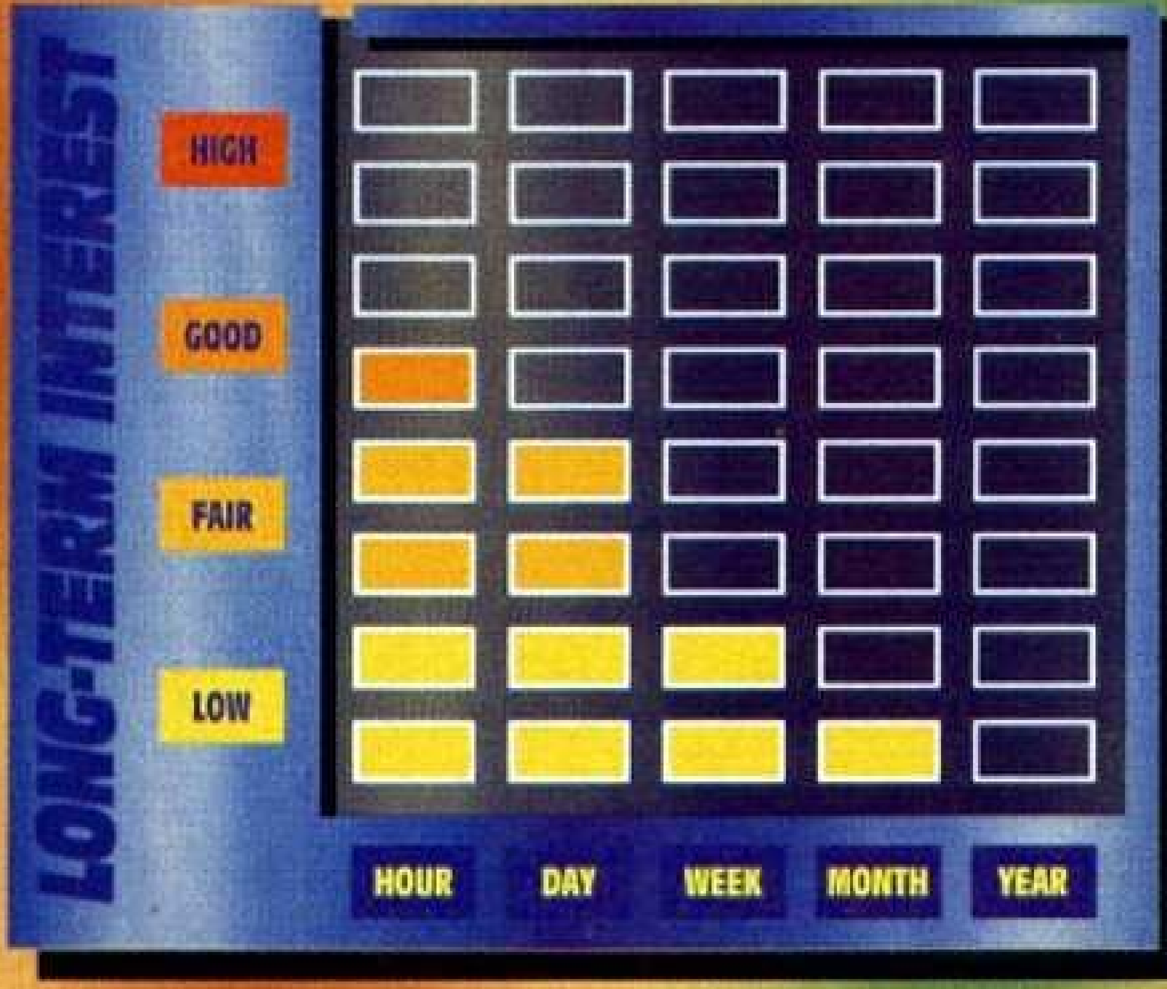
▲ There are literally hundreds of missions to complete as you track down the enemy agents.
▼ The lack of variety in the actual combat does put you off after a while.

79

OVERALL

An "almost nearly but not quite" game, Mechwarrior has awesome graphics, great sound, and decent playability. Unfortunately, however, it is let down by a severe lack of variety.

81



SUPER NES

2 PLAYER

4 MEG

PLT GAME

TOM & JERRY
1 PLAYER
2 PLAYER

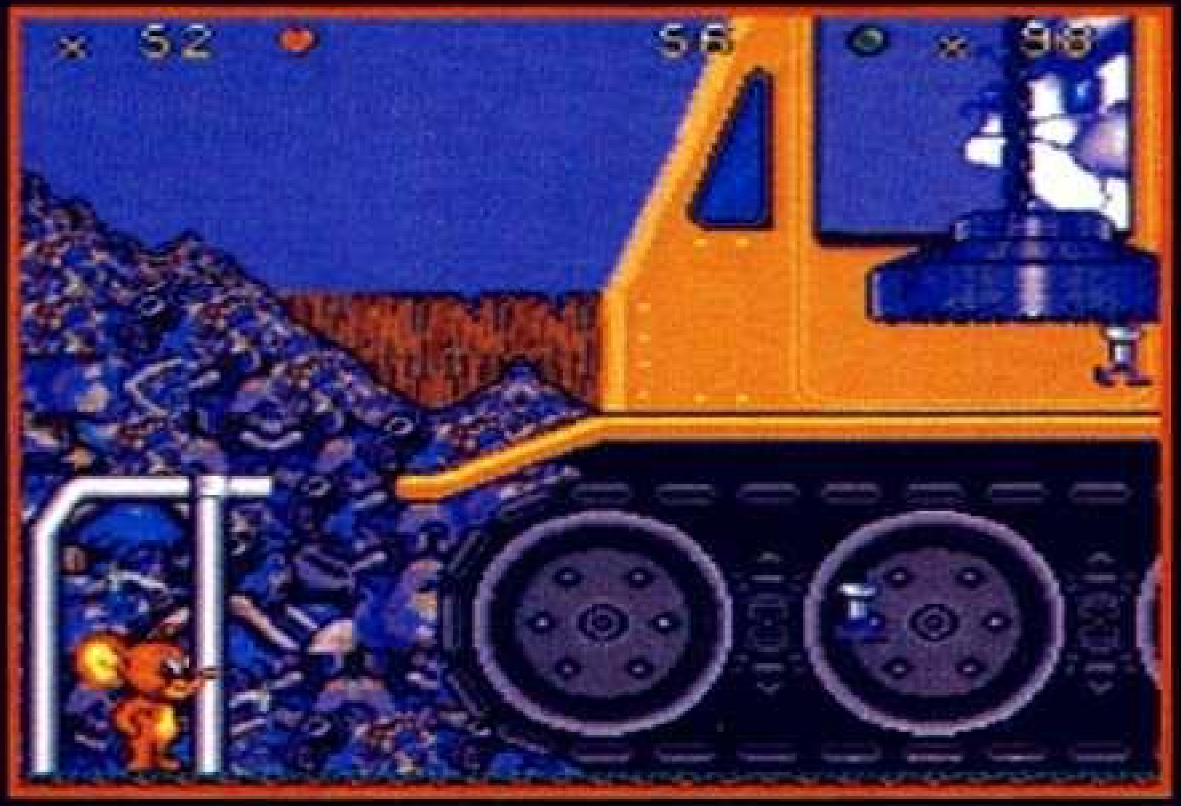
PRICE:TBA

BY: HI TECH EXPRESSIONS

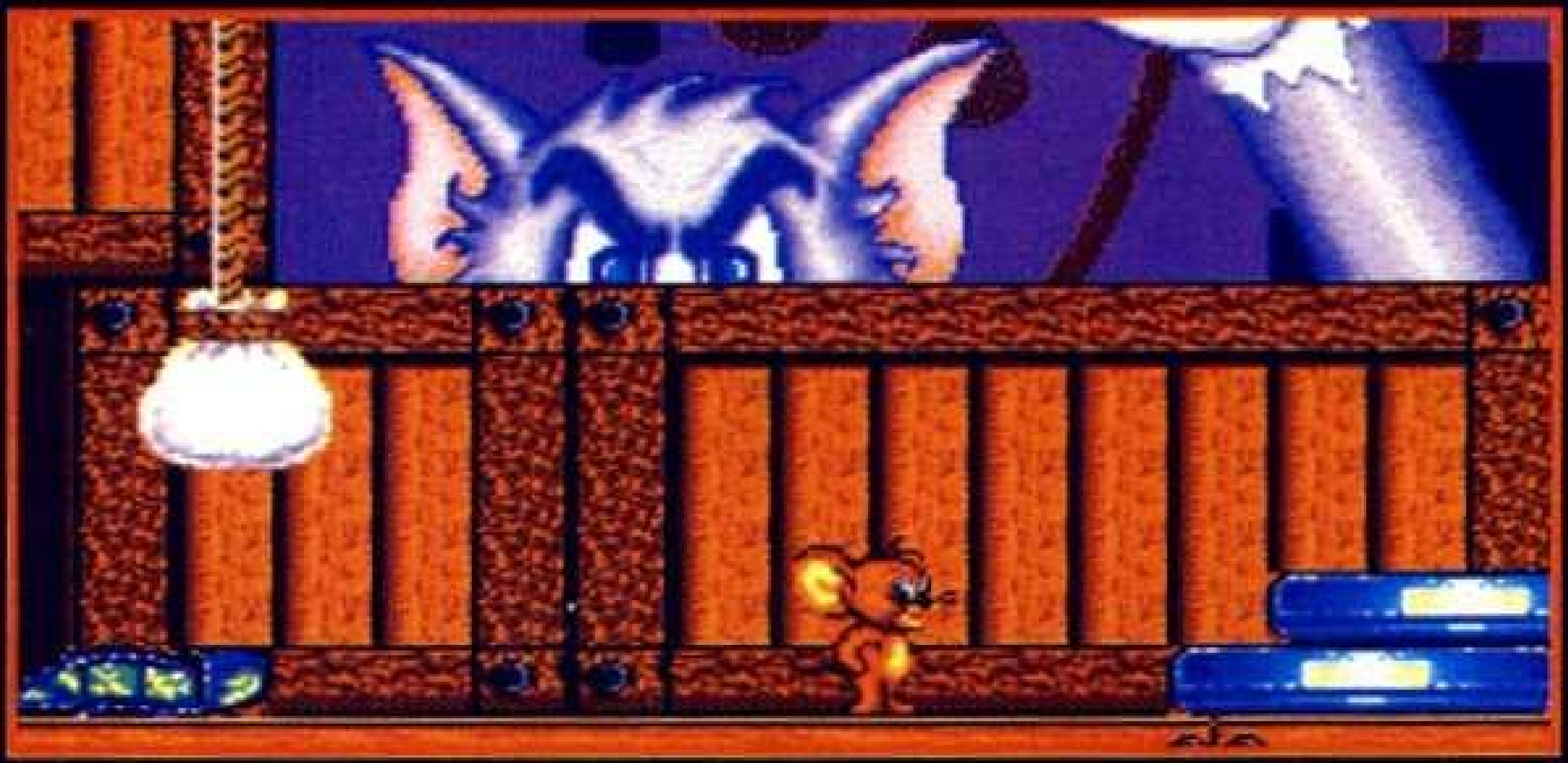
TOM

If cartoons are visual literature, what are the classics? Walt Disney has to be Shakespeare, of course. His massive features, and short 'car tunes' of amazing quality are the Canon — the Hamlet, Macbeth and King Lear. 'Works' such as Deputy Dawg and Roger Ramjet, Batfink, Rocky and Bullwinkle have a certain standing because they actually say more than they let on. Then there's the trash — the Jackie Collins of cartoons, with the likes of Inspector Gadget and Laurel and Hardy

Now, Tom and Jerry, where do they lie in this estimation. Near the top, methinks. Their adventures around the fridges, plug-points and bannisters are all the more amazing because they actually make you laugh out loud. Their worldwide fame, due to a comedy that needs no dialogue, has made them a prime target for the games moguls who sense bucks to be made from the pair's antics. Will their career and reputation be enhanced by this digital outing, or shall it all end in tears? Read on...



▲ A Mouse in peril yesterday.



LEVEL ONE: THE CINEMA

THE TITLE

Jerry's outside the Movie theatre, and wouldn't you know, it's their movie. Obliging bricks lift him to the upper level. To avoid the cockroach-type things jump on the lights. Have no fear, your fur won't burn with a nasty smell — you're Super Jerry!

A REEL LAFF!

In stage two, Jerry finds himself running along the projector reels as it shows a spooky movie, and it certainly is horrific! Characters from the monster movies, like mini-Frankensteins, Martians, and er, big-brained men also inhabit this 'sur-reel' world (groan).

ROLLING IN THE AISLES

Whoosh, Jerry's riding on a cinema ticket through the debris found on the average Odeon floor. There's the usual assortment of bubblegum, deadly popcorn, cockroaches, silverfish. Oh yes, and a step.

TOM'S MOVIE MACHINE

Tom's first contraption involves a series of sandbags on pulleys. As he ducks behind some crates, the roped sacks fall randomly from the ceiling. He is only vulnerable to a snot barrage when he pops up to peek.

How To Control Controls are simple: Left/Right to walk and B to jump. Pressing B twice in succession makes Jerry jump higher. The A button controls snot balls.

A	LOW SHOT	X	NO FUNCTION
B	JUMP	Y	HIGH SHOT
L/R	NO FUNCTION	S	**START:** PAUSES GAME **SELECT:** NO FUNCTION

How To Play Repeat after me: Guide Jerry through the platform levels. Shoot globules at the nasties, and kill boss Tom after every third stage.Zzzzzz

RELEASE
TBA

CONTROL
1 OR 2 JOYPADS

GAME DIFFICULTY
EASY

CONTINUES
NONE

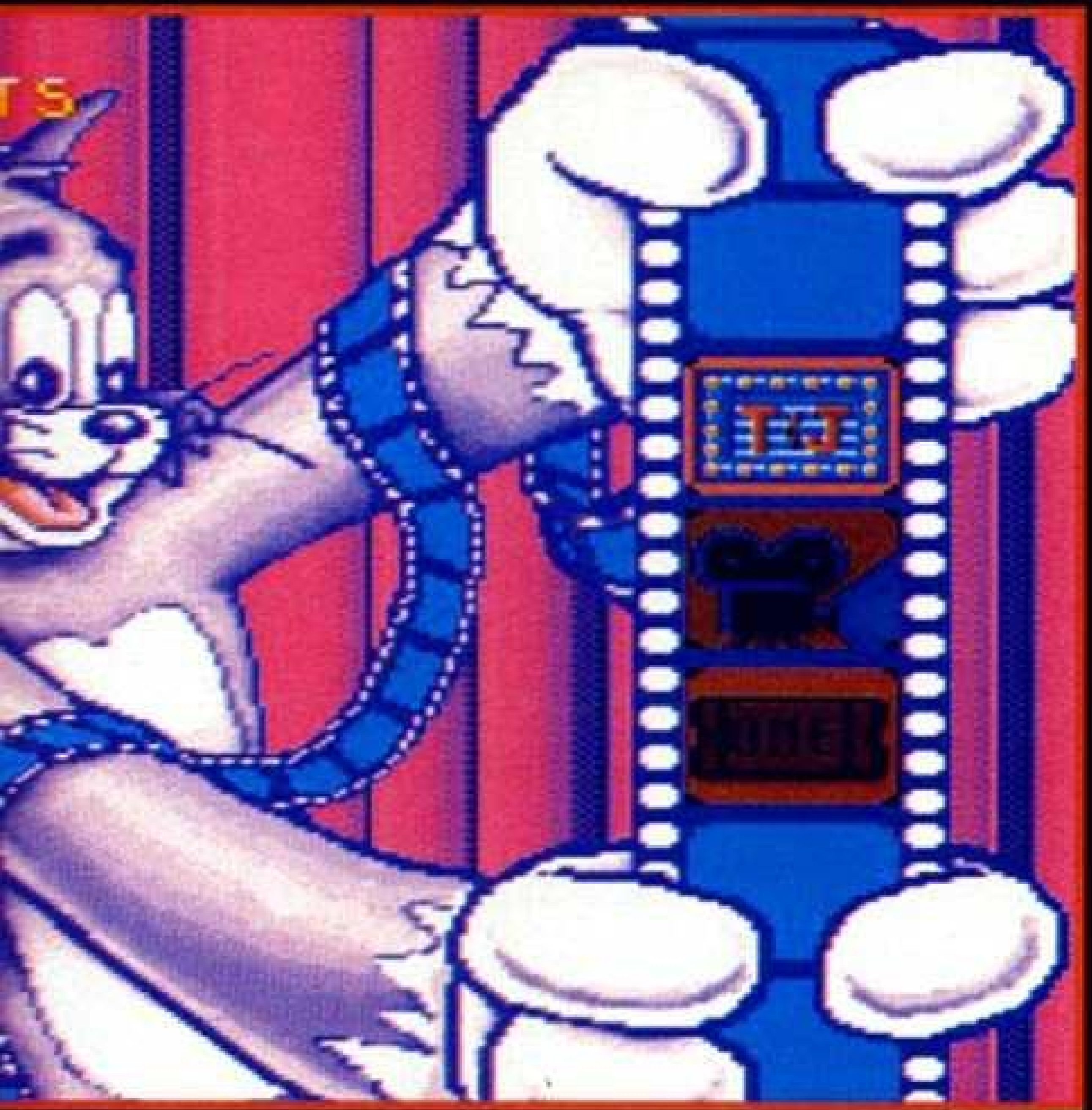
SKILL LEVELS
1

RESPONSIVENESS
ADEQUATE

1ST DAY SCORE
7,000

ORIGIN
Tom and Jerry are the amazingly long-lived cartoon adversaries of the Warner stable. From the forties and fifties their many battles have filled the odd five minute gap on TV.

AND JERRY



LEVEL TWO: THE JUNKYARD

AN IRON BREW

Most befittingly, Tom and Jerry has a whole level devoted to garbage. The first stage involves a perilous course across a field of girders. Some of these are primed to fall with the merest pressure, even a mouse foot. The girders are patrolled by inch-high tiny workmen - or are they just little blocky sprites? The decision, readers, is yours!

GARBAGE PART 2

More frolics in the junk arena. This part of the level passes through a labyrinth of pipes, some of which drip deadly green stuff on J's head. But the vivacious vermin is able to turn them to his advantage by using them as platforms. At dizzy height there's an exciting ride on a crane hook, which must be miniature to carry a mouse (but don"t let such logistics get in the way of a game idea!).

EVEN MORE GARBAGE

Rubberised fun abounds here, on the final stage of the dump. A maze of girders is peppered with a series of inflatable tyres that expand when Jerry jumps on them. And leap he does - into Tom's second trap!

TOM'S ELECTRO MAGNET

Tom sits in the cab of a crane pulling a huge electro-magnet back and forth. When he switches the current off, some of the little metal workmen fall to ground level. What is the remedy for this attack? Snot, in copious amounts. About seven direct hits are needed.

LEVEL THREE: THE PLAYROOM

TOYS, TOYS, SWEETS AND TOYS

In a dramatic plot twist we go from council tip to playroom, where Jerry finds himself running along multi-coloured Lego-style arrangements, and all the toys are dead big (like that bit from Tom Thumb when he sings Dooby dooby doo - you know?), but much more aggressive. Tanks and tin soldiers troll around.

CHUCKY'S REVENGE

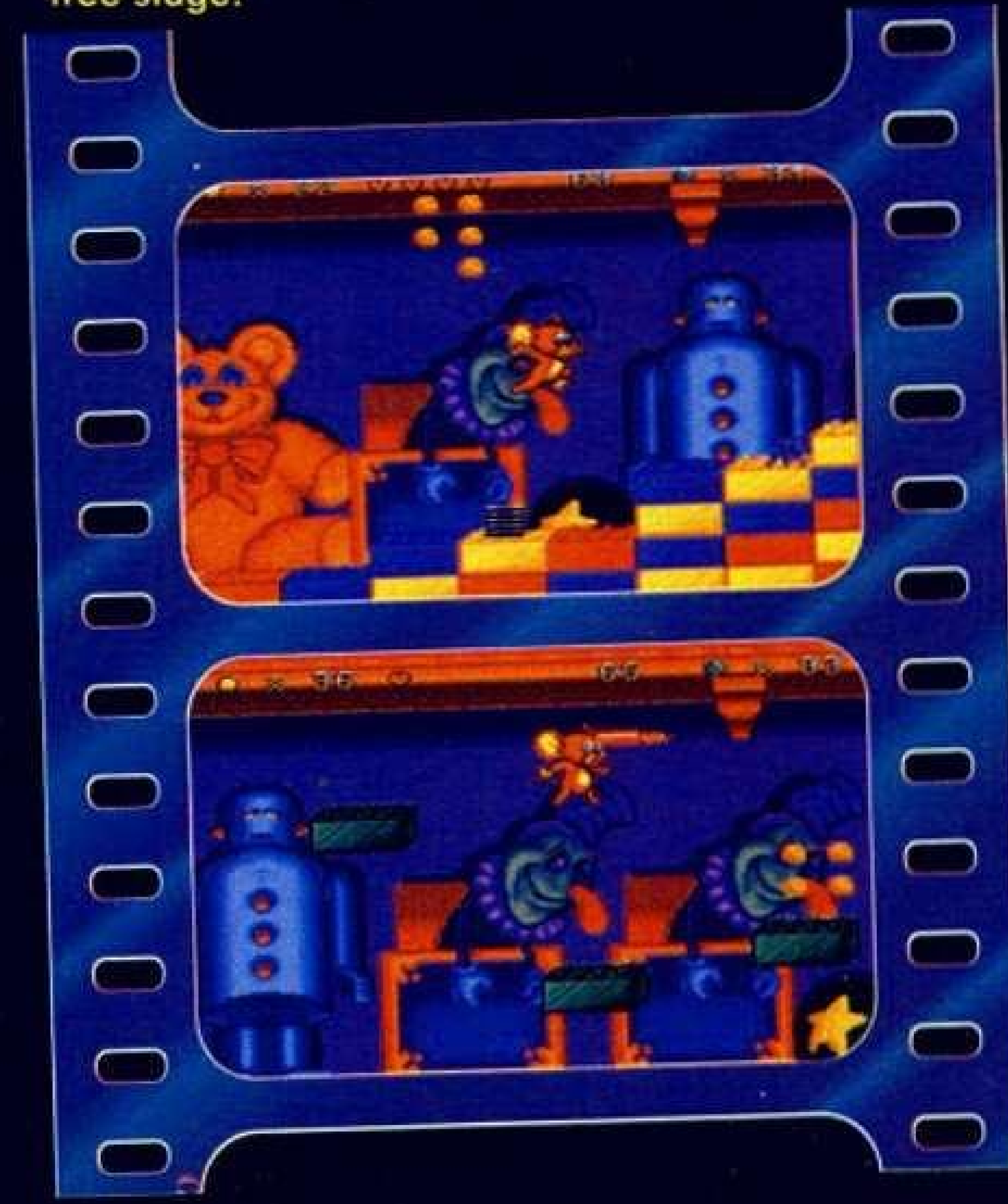
The nightmare continues. Now Jerry is forced to use springs to breach the gaps in the Lego platforms, without making himself a target for the rockets which criss-cross the level. One perilous moment involves a ride on an errant piece of green Lego.

BOUNCING BACK FOR MORE

The last toy stage is rubber ball bonanza, which takes expert timing to complete. Lots of cheese bit bonuses hang suspended in the upper reaches, just within boing's reach.

TOM'S TOY TERROR

Tom seems invincible behind his contraption, but becomes a victim of his own bombs. As they fall from the ceiling they pass three holes. One of these is sealed at any one time. Jerry uses the three buttons to control the holes. If he's skillful, the bomb passes all three holes and returns to sender. A snot free stage!



You know, if I had a pound for every game which featured Lego-style building blocks, I'd probably have at least... oooh, seven quid by now.

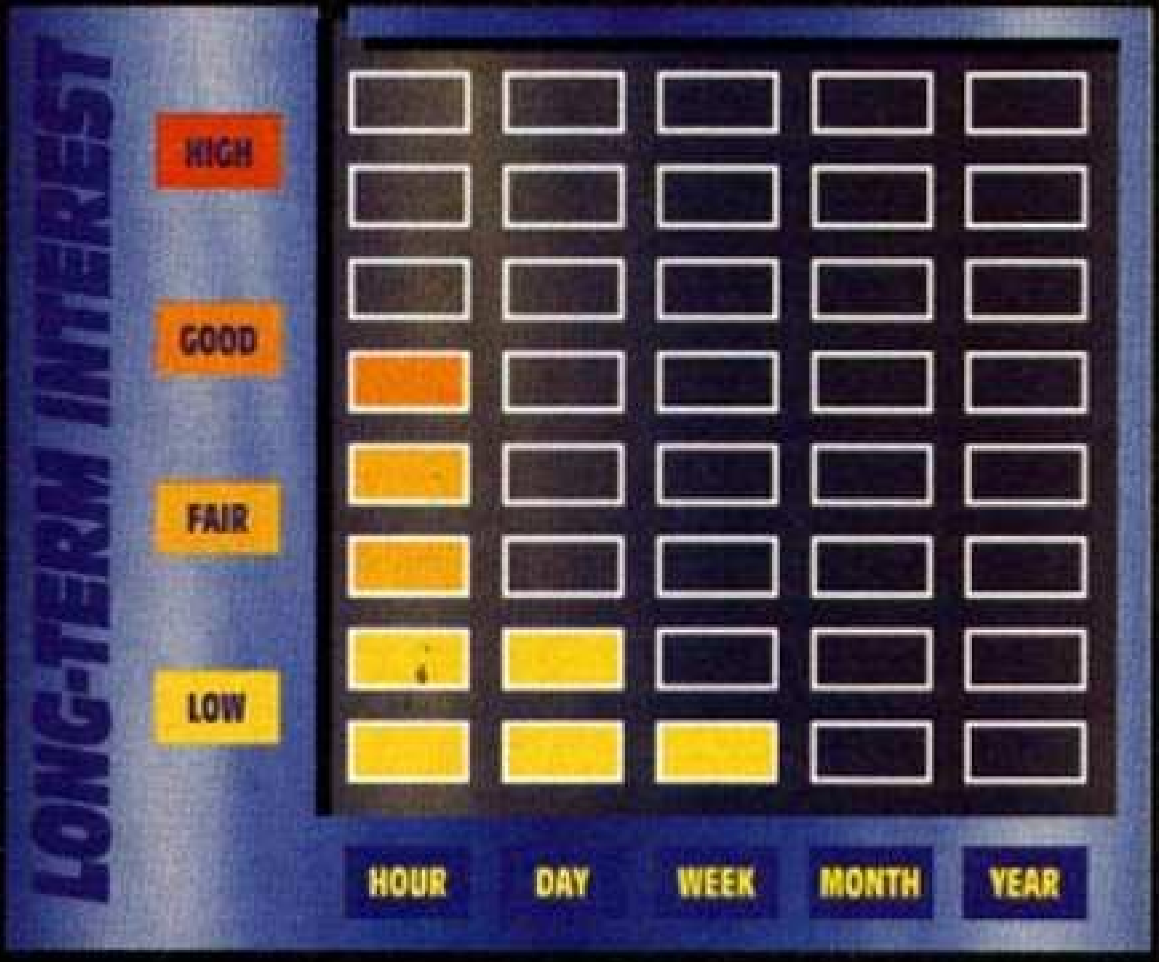
COMMENT

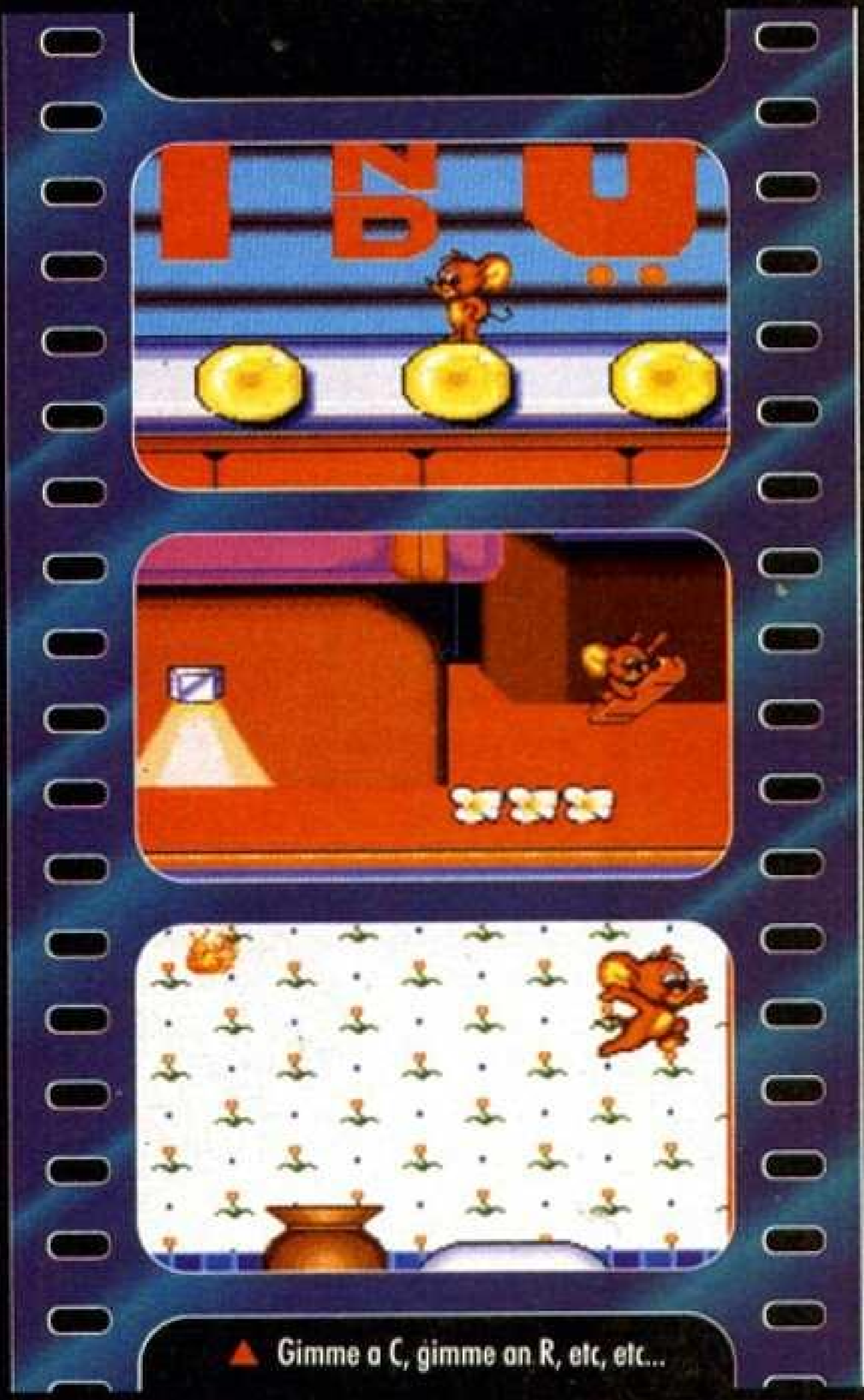
JAZ

Aaaagh! What have these programmers done to my all-time favourite cartoon heroes? The hilarious, high-speed chases, comic violence and sheer thrills and spills of the cartoon series have been totally ignored, and the result is a very slow, shoddily-programmed and utterly tedious platform game devoid of any originality whatsoever. The Jerry and Tom sprites are all right, but the landscape graphics and baddie sprites are pathetic, with naff animation, poor definition and little detail! Worse still is the sound. It must take a special kind of talent to torture the Super NES' stunning sound chip into sounding like a couple of horribly untalented electric organists playing a load of badly-arranged, appallingly-written 'tunes'. The few sound effects are similarly feeble and uninspiring. Piling on the misery is the gameplay; tedious platform action which involves Jerry running around the landscape collecting cheese bits, jumping or avoiding baddies and throwing balls at a very immobile Tom at the end of every third level. It's incredibly dull and very, very unchallenging - I got miles into the game on my first go before giving up with boredom and disgust. This really is a gross waste of a superb licence - all that potential has been squandered, and what we've got is a game that's not only dull, but also has nothing really to do with Tom and Jerry. There are loads and loads of much better platform games than this - check those out and avoid this at all costs.

DOUBLE BOGEY

One feature curiously overlooked in every T&J cartoon is Jerry's ability to collect and throw snot balls. Just one of these nasal pellets destroys any of the creeping denizens of the platforms. Jerry is capable of storing up to 99 of these dried projectiles at any one time (probably up his nostrils) and there's plenty lying round to collect, stuck to the undersides of tables etc.





▲ Gimme a C, gimme an R, etc, etc...

BUM RAP

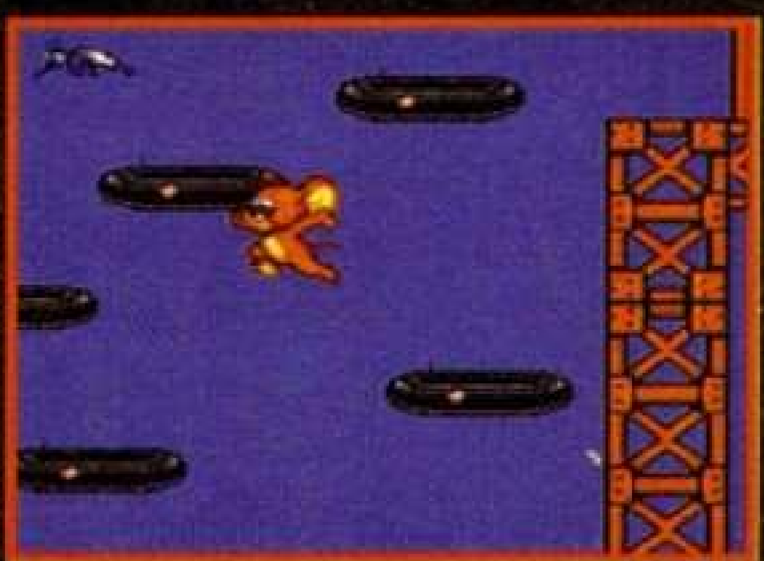
One amazing coincidence between Jerry and A.N Other platform character is the combatitive power of his bum. Bouncing on his foes is almost as effective as his snot attack. Some, like the steely and spiky items, take more than one hit. Some, like the mystical popcorn, are immune to this form of oppression.

COMMENT

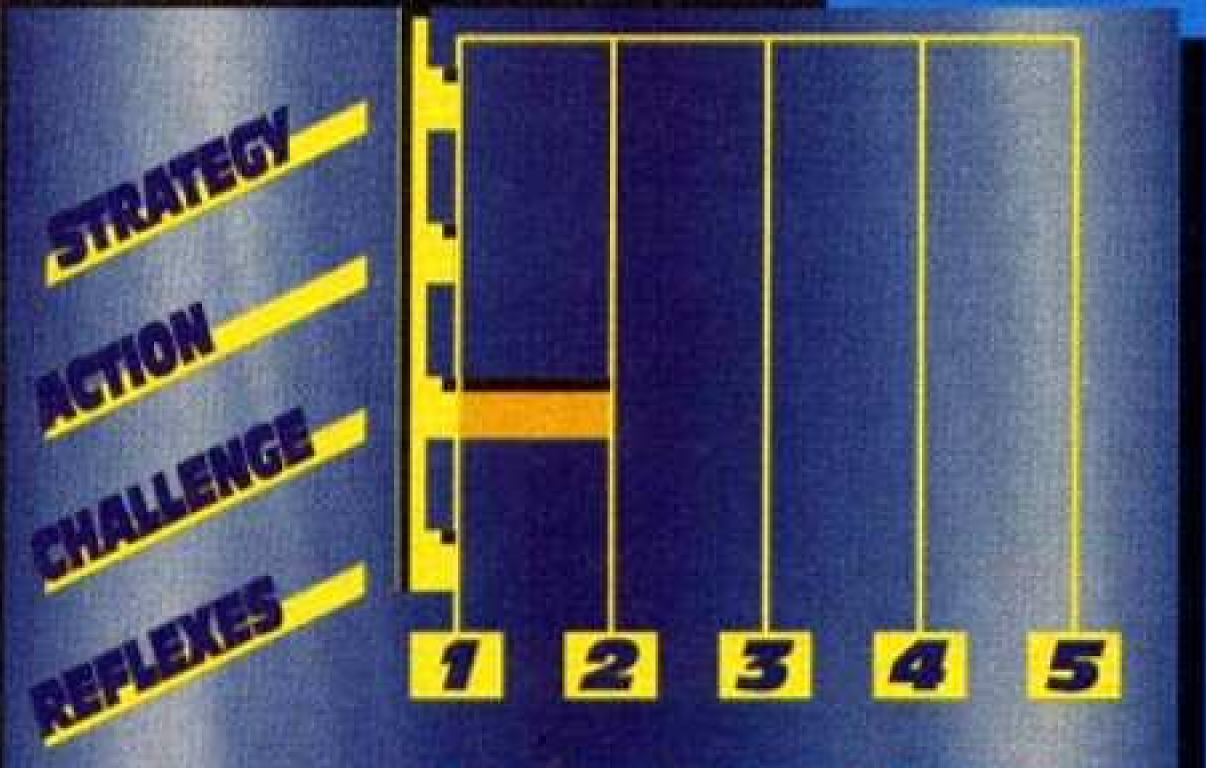
GUS

There are many ways to waste £40 odd quid. The horses, a pocket with a hole, a Take That limited edition box set. Personally, I'd prefer them all to buying Tom and Jerry. This has to be the biggest joke on the Super NES since, well, records began. Three main things condemn it:

1. It's a completely unoriginal platform game, without the merest hint of a new idea.
2. It takes one of the most fertile comic ideas (the cartoons) of the century and squanders it on nothing.
3. The way it's done is an affront to game programming. Usually a bland idea like this is given a proper tarting up before seeing the light of day, but here they couldn't be bothered, or just couldn't do it. The graphics, excepting Jerry, are truly abysmal - from a highly unconvincing brick wall background, to a rubbish tip made from screen rubbish. But the crowning 'glory' must be the sound. Never, never in the field of musical endeavour have two such tawdry outings passed for music. Anyone who can murder music with the facilities the Super NES offers has a talent for something (maybe like Richard Burton in 'The Medusa Touch'). This 'thing' has no redeeming features at all, apart from being Phosphate free.



RATINGS



BREAKDOWN

PRESENTATION

50

▲ Hey, you get a film intro which is meant to resemble a film reel!
▼ And hey, it's completely crap! And hey, there's no options!

GRAPHICS

42

▲ The Jerry sprite is okay, a couple of other items are fair.
▼ Most of the graphics are either garbled rubbish or blander than a gallon vat of Mellow Birds.

SOUND

17

▼ Just the worst possible music and sound FX possible. Available on the 'Les Dawson plays the Blues album'.

PLAYABILITY

38

▼ Is it a brick? is it a stone? No, it's the playability of Tom and Jerry. This game is boring from the first jump and cockroach.

LASTABILITY

35

▼ It should last about a day, which is as long as it takes to convince you that it won't get any better.

OVERALL

37

A waste of money, time and effort, and most of all, the squandering of a great licence. All for a useless, tedious little platform game.

GAME GENIE
PORTABLE
Connect Game Pak to Game Genie
Plug into Game Pak slot
galoob
GAME GENIE
CODE SCREEN
CODES ON/OFF
BATTERY
STEREO SOUND
PROGRAMMING MANUAL & CODEBOOK
PORTABLE
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SUPER MEGA JUMP!

FIND MYSTERY LEVELS!

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Immediate mega-weapons · Jump higher · Faster, adjustable, continuous speed · Infinite, adjustable energy · Infinite, adjustable lives · Level select · Walk through walls, solid objects · Repeat bonus screens · auto faster fire · Continuous flying · Fire when you're not supposed to · Stop timer · Infinite, adjustable time · Infinite, adjustable hit points · Leak-proof space suit · Infinite, adjustable protection against spikes, enemies, bullets, almost anything nasty · Handicap either player · Infinite, adjustable money · Infinite, adjustable weapons, ammo · Don't lose coins · Change rules of sports games · Infinite, adjustable continues · Jump twice as high · One chance before dying · Can not be overtaken · immobilise bad guys · Keep weapons, ammo · Infinite, adjustable power-ups · Bad guys don't fight, fire at you · Bad guys run away from you · Play same level over and over · Re-use objects · Alter rules of puzzle games · Disable moves taken counter · Push things through walls · Jump four times higher · Infinite, adjustable magic · Leave levels without collecting everything · Invincibility · Bonus pepperpots · Can't fall down holes · Infinite, adjustable turbos · Find mystery levels · No penalty shots · Screen doesn't go blank in pause mode · Auto-steer · Adjust start values of energy, health, hearts, wisdom, grid position · Infinite, adjustable bonuses · Fly through scenery · Kill guardians with one hit · Slow-motion · Change control methods · Super Mega Jump · No flying teddy bears · Infinite, adjustable shields · Auto pick-up · Stop water rising · Infinite, adjustable balls · Fall slower · Stay big · Reveal keys · Double fire · No wind · Go straight to end sequence!

GAME GENIE™ HELPLINE

Information and new codes

0843 231 088

Monday-Friday 12.00 - 19.00
Saturday 08.00 - 12.00

Not a premium-rate telephone number! This is a standard dialling code.

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REVIEW

SUPER NES

1 PLAYER

8 MEG

PLT GAME

The Addams Family
PUGSLEY'S SCAVENGER HUNT
START
OPTIONS

PRICE:£TBA
BY: OCEAN

RELEASE
TBA

CONTROL
1 JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
UNLIMITED

SKILL LEVELS
1

RESPONSIVENESS
GOOD

1ST DAY SCORE
12,000

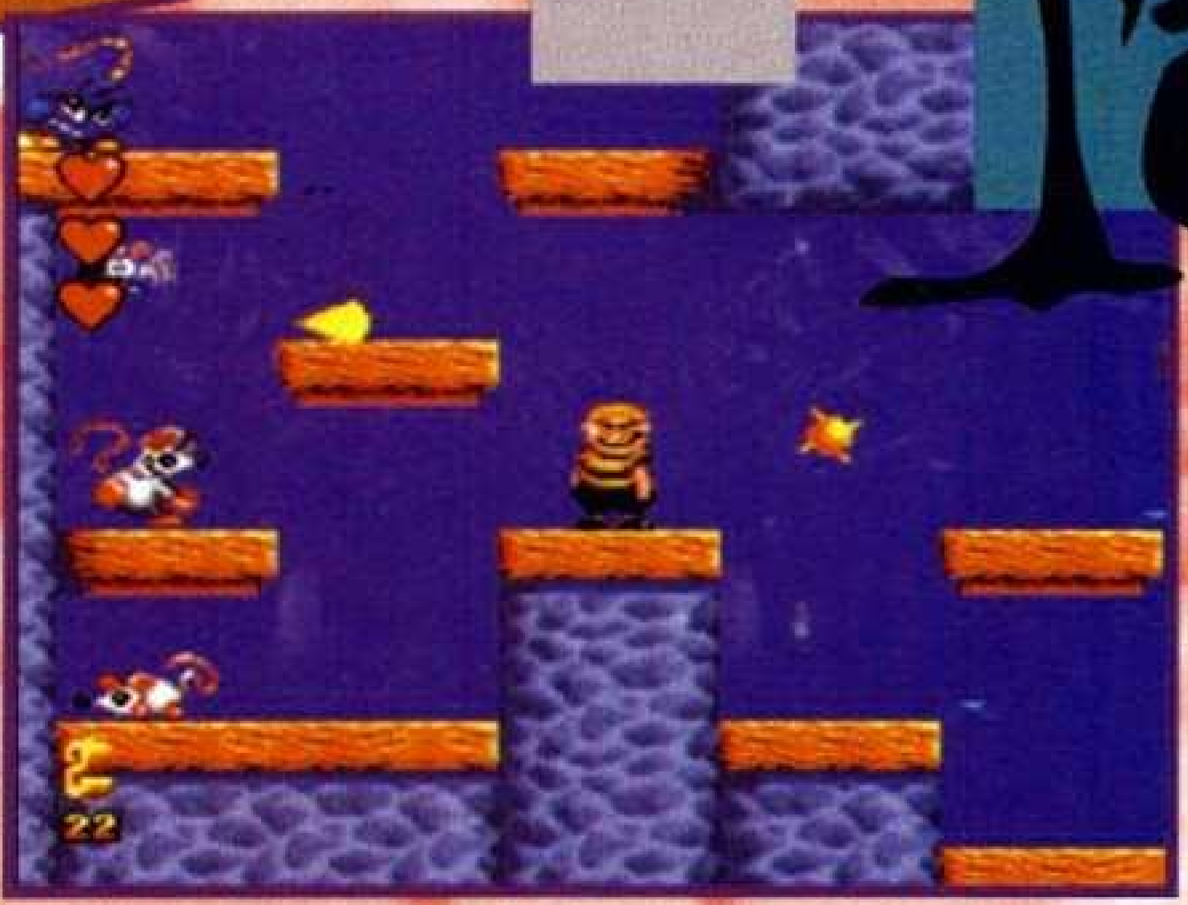
ORIGIN
Scavenger Hunt is Ocean's second Addams family platform game. This time the characters are based on the new cartoon series.

The Add Fa

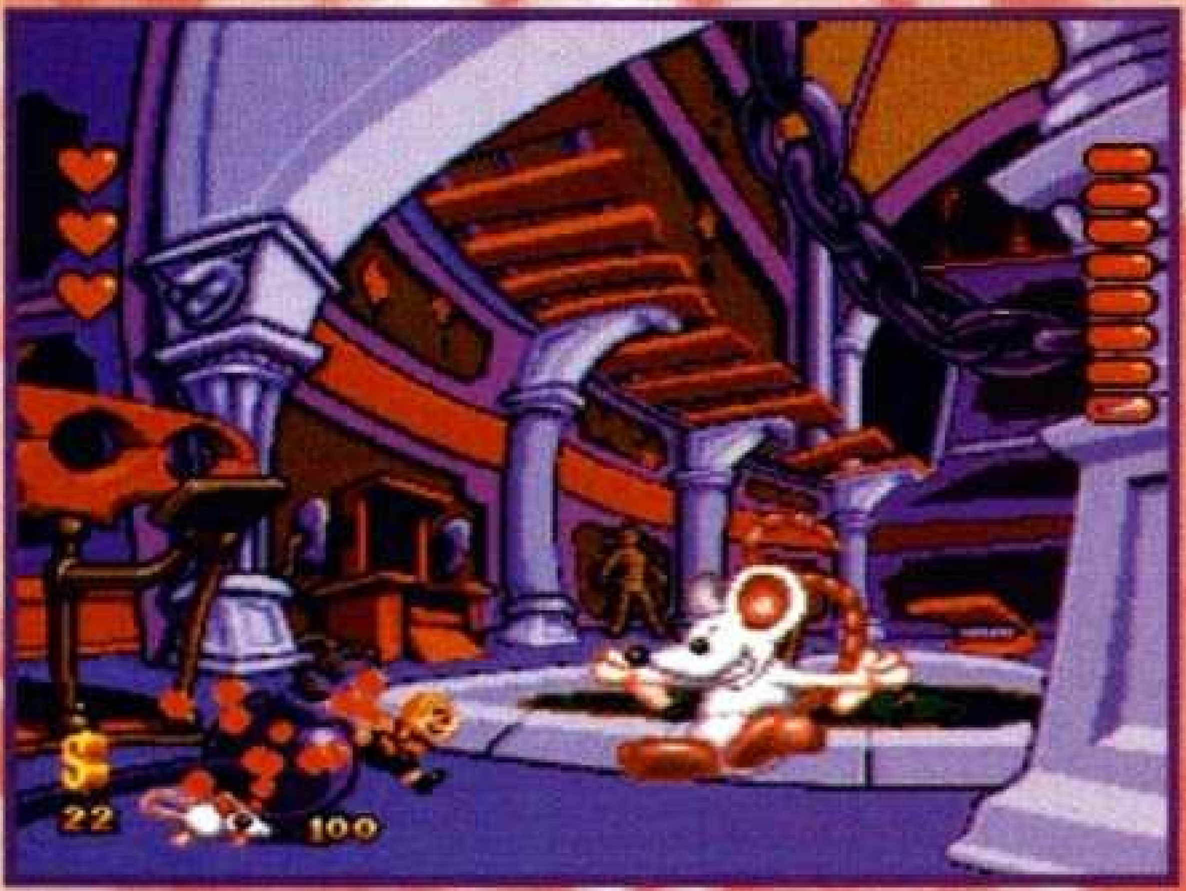
When the social worker visited the Addams Family, he observed there was a 'vibe of disharmony' in the household. Perhaps there wasn't sufficient bonding between parents and children. To rectify the problem, and stop all that strange anti-social behaviour their off-spring had been indulging in, the social worker suggested they perhaps organise some sort of activity for their miscreant sprogs...

Though they were not usually inclined to take the advice of a nosy parker with a beard, suede elbow patches and a knitted tie, Mr and Mrs Addams thought he might have a point. So this is how the idea of the Scavenger Hunt came about. Gomez would hide items round the house and the kids would race each other to collect them. Trouble is, Wednesday thought the exercise so stupid it was up to Puggsley to play alone.

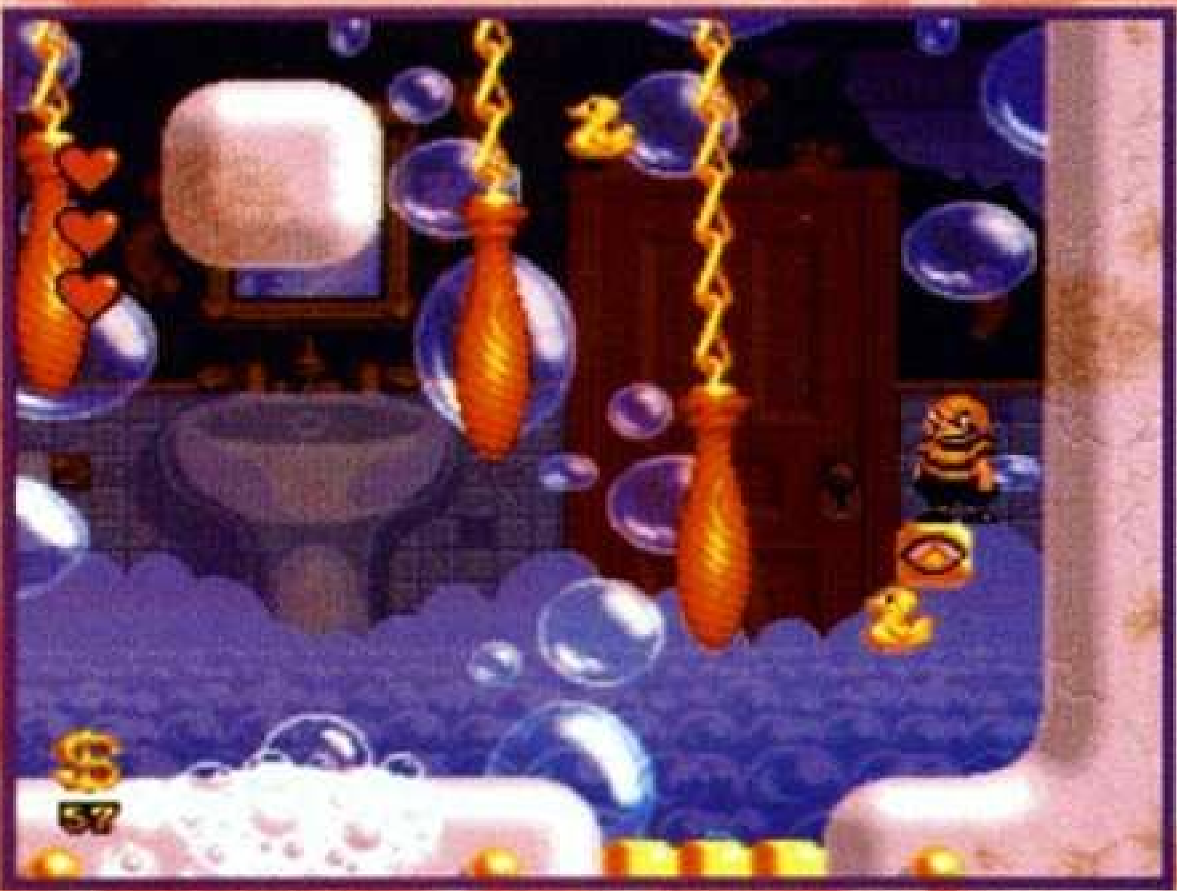
Now, the ideal Scavenger Hunt is made up of objects which are not too obscure, but not too easy to find. The Addams' had just the stuff - octopus ink, mouldy cheese, spider's venom - and they stuck them in the remotest corners of the house, like the ice-box and the bottom of the bath tub. Puggsley is determined to get the lot and claim his reward - an 8" Bowie knife that Gomez has promised him.



▲ 'dem are big rats, boss.



▲ Puggsley takes action to avoid a cheesy bottom.

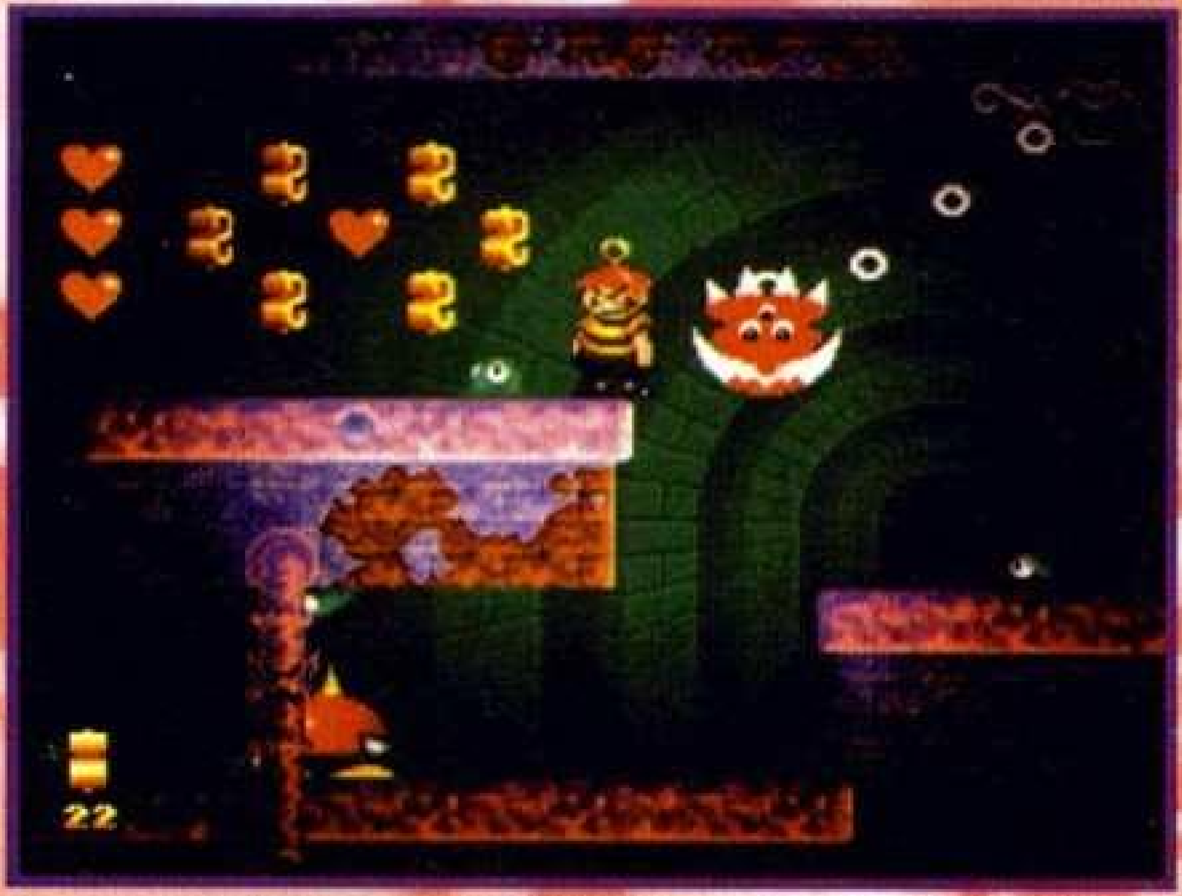


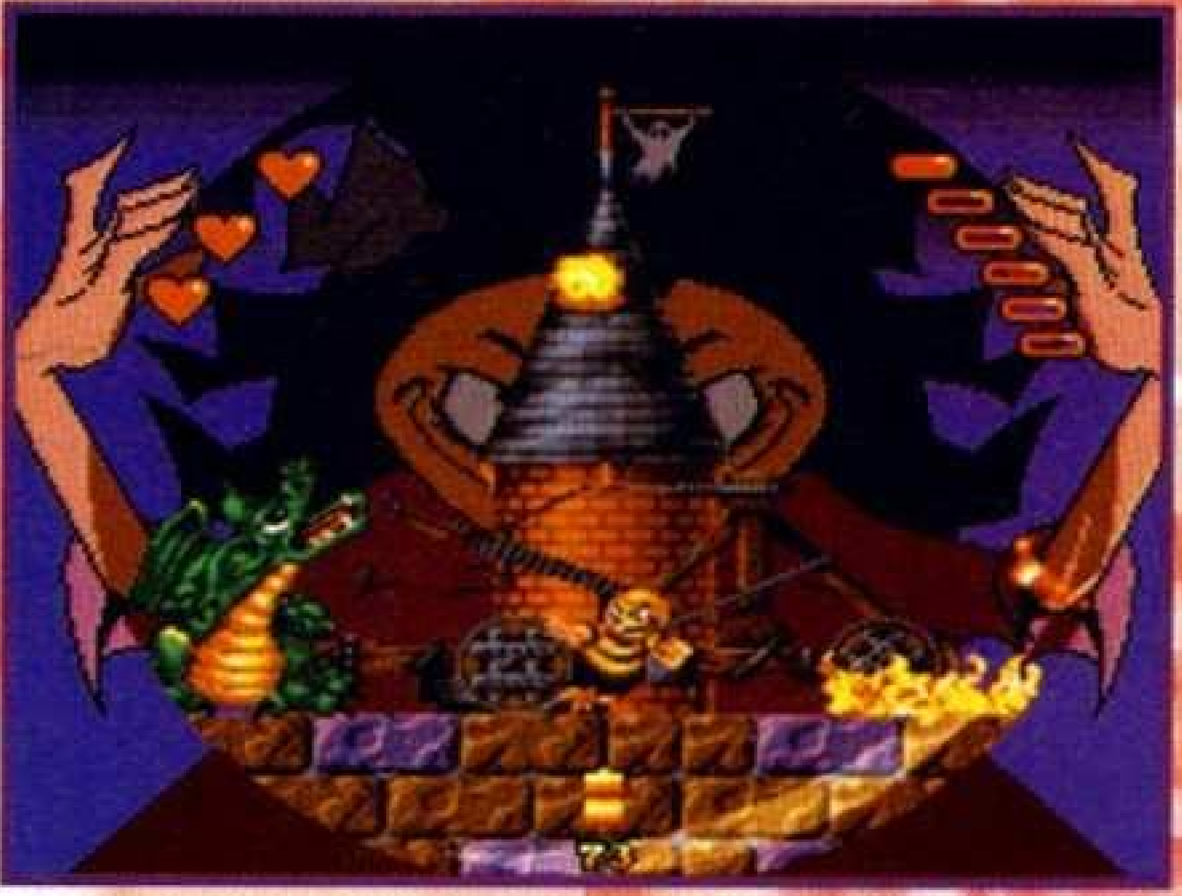
How To Control Use the D-pad to move Puggsley left and right.

A	NOT USED	X	NOT USED
B	JUMP	Y	RUN
L/R	NOTHING	S	**START:** STARTS/PAUSES GAME **SELECT:** CHECK LIST

How To Play Guide Puggsley round the six platform areas. Find the door to each sub-level within these areas. Jump on nasties to kill them. Finally beat the bosses and take the items they are guarding.

PUGSLEY'S SCAVENGER HUNT





MANIACAL MANSION

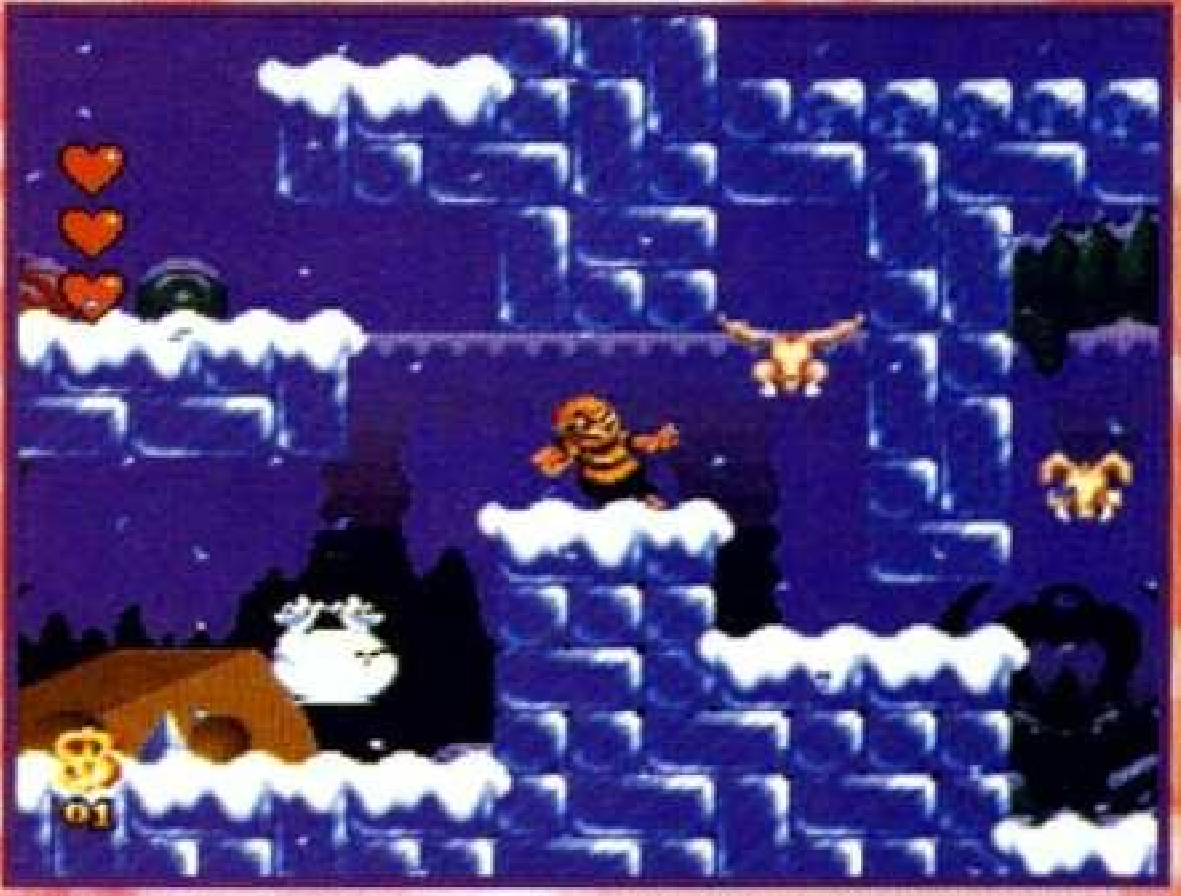
The Addams Family keep a rather bizarre household. Wherever Puggsley wanders, he's sure to receive some unwelcome attention. There are six areas to scour: The Attic, Uncle Fester's Lab, the Bathroom, The Cold Store, The Cellar, and there is an entire area crammed within Gran's crystal ball.

WITCH SWITCH

There are tons of switches around, these are an essential part of progress. Some are shaped as question marks and reveal hearts, coins or remove barriers. Others are shaped as blocks and must be head-butted from below. They often come in sequences that have to be hit in the right order. The correct sequence is marked by a bell sound, while the wrong order activates a hooter.

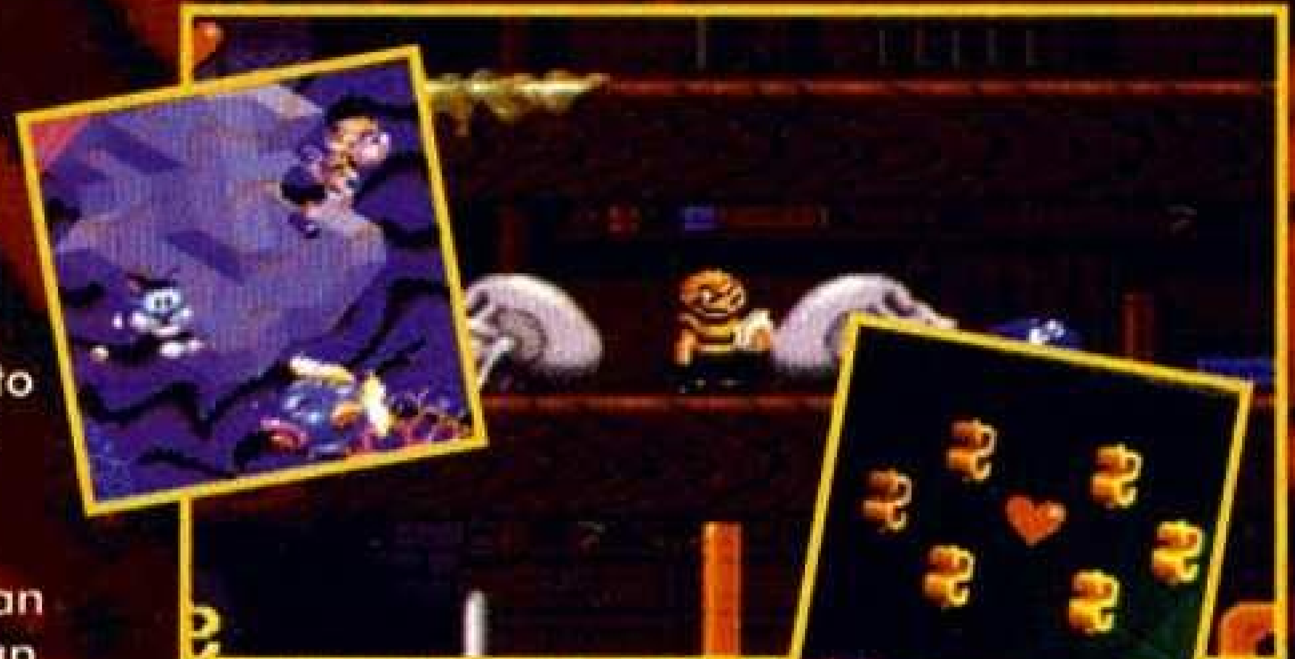
ROOM WITH A FEW BONUSES

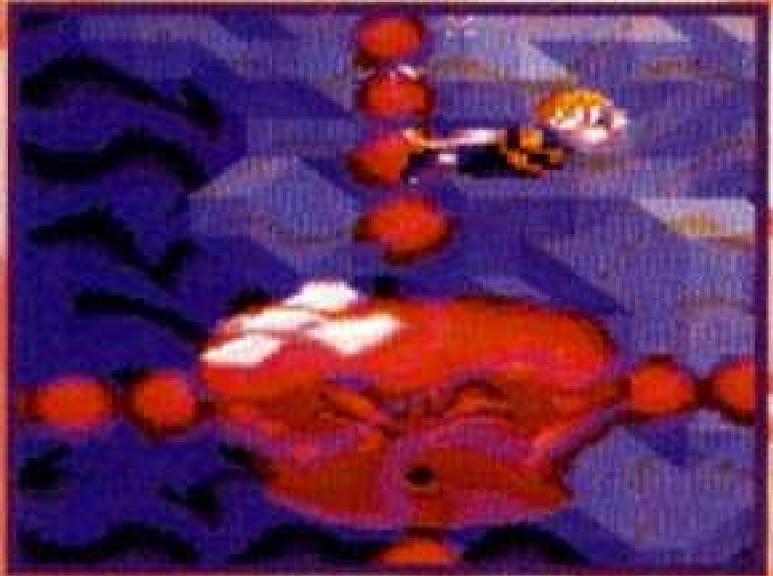
Watch out for hidden rooms scattered about the Addams family mansion: there are tons of them, usually containing masses of coins, hearts and maybe the odd life. Some also function as passages to other levels, cutting out some of the work. A good example is the room found on Bathroom level two but we're not telling you how to find it. Oh no.



HEART OF THE MATTER

Puggsley's fragile health consists of three hearts, and most things in the house will remove one of these. There are three ways to restore hearts. Collecting 25 dollar symbols replaces one heart, and a hundred earns Puggsley extra life. The second way is to amass 50,000 points, which also gives you an extra life. The last method involves picking up the hidden hearts that are revealed by hitting switches.





▲ There's that sick squid I owe you (c. 100 worst jokes book) available at your nearest Piccadilly Circus tourist shop.

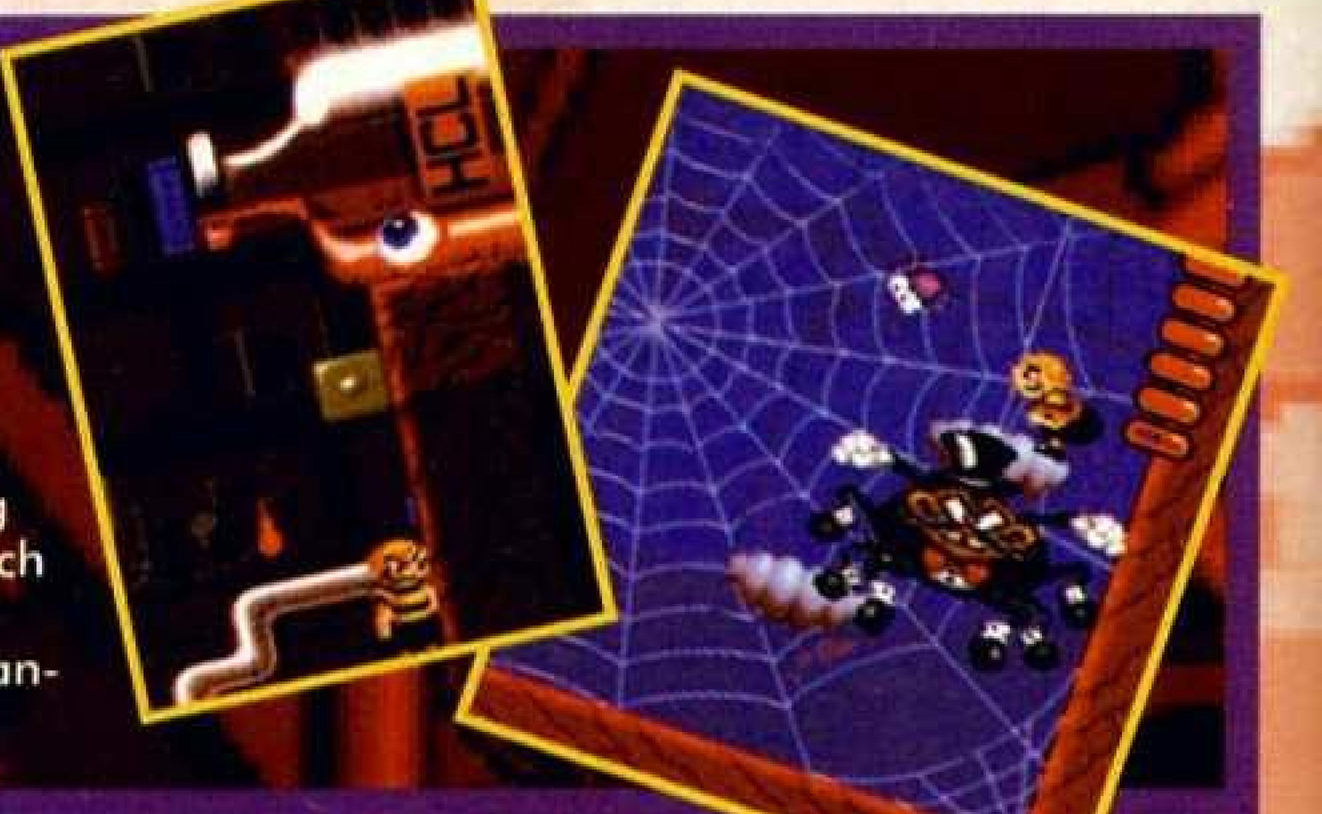
COMMENT

JAZ

The gameplay might be short of originality (whoever invented the 'bottom bomb' has got a lot to answer for) but Puggsley's Scavenger Hunt is an incredibly slick and addictive game. It's the high difficulty level and zillions of secret bonuses that particularly appealed to me. Going all the way through the game requires lots of concentration and cat-like platform skills and reflexes. Those not used to platform games beware - you might find this is just too tough and therefore frustrating! Seasoned platform players, though, will be in their element. But it's not just the gameplay that makes this great. As you can see from the graphics, it's a visual stunna. The sprites and backgrounds are beautifully drawn and animated, and there are some marvellous effects - the rounded screen of the crystal ball level and the clever way the landscape is lit when Puggsley goes into the basement are both outstanding. The sound is excellent too: the tunes are nicely arranged and the humorous sound effects are brilliant. What all this amounts to is one of the best Super NES platform games around - and considering how many there are, that's really saying something!

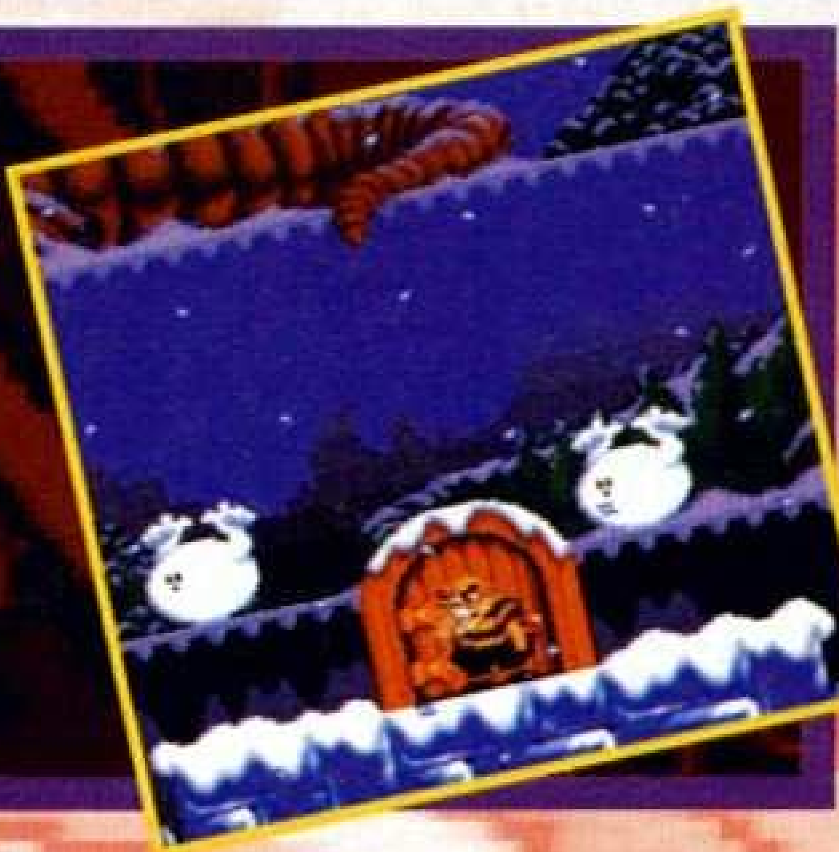
THE LAB

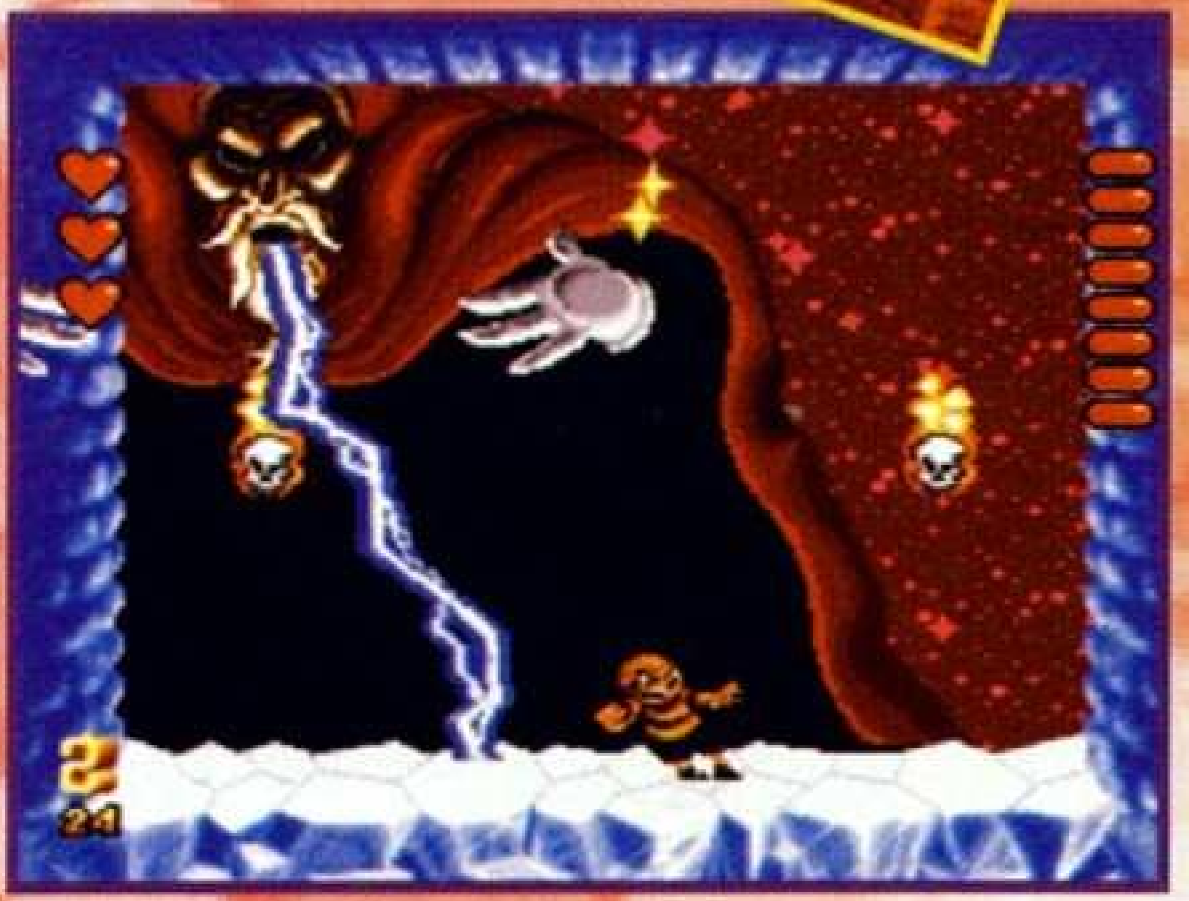
Uncle Fester conducts all his experiments here, and this time you're the guinea pig. Run along miles of chemistry apparatus, using bell jars and beakers as launch pad. Only the foolish linger on those bunsen burners - in fact, there's no respite anywhere from the green goo, the rolling eyeballs and the dripping flasks of acid. You reach the specimen spider without pausing for breath, then extract its venom in the precise scientific manner of landing on its head.



THE FRIDGE

Something's been left in the fridge far too long, making this the toughest area of the Scavenger Hunt. Make sure you've got your woolly underwear on before coming here. The denizens of the fridge include stuffed turkeys and geese which seem very much alive. Amongst the lobster and frozen peas, snowmen (not of the friendly 'Aled Jones' variety) lie in devious wait. Behind the sculpted door lies the final, hideous challenge!



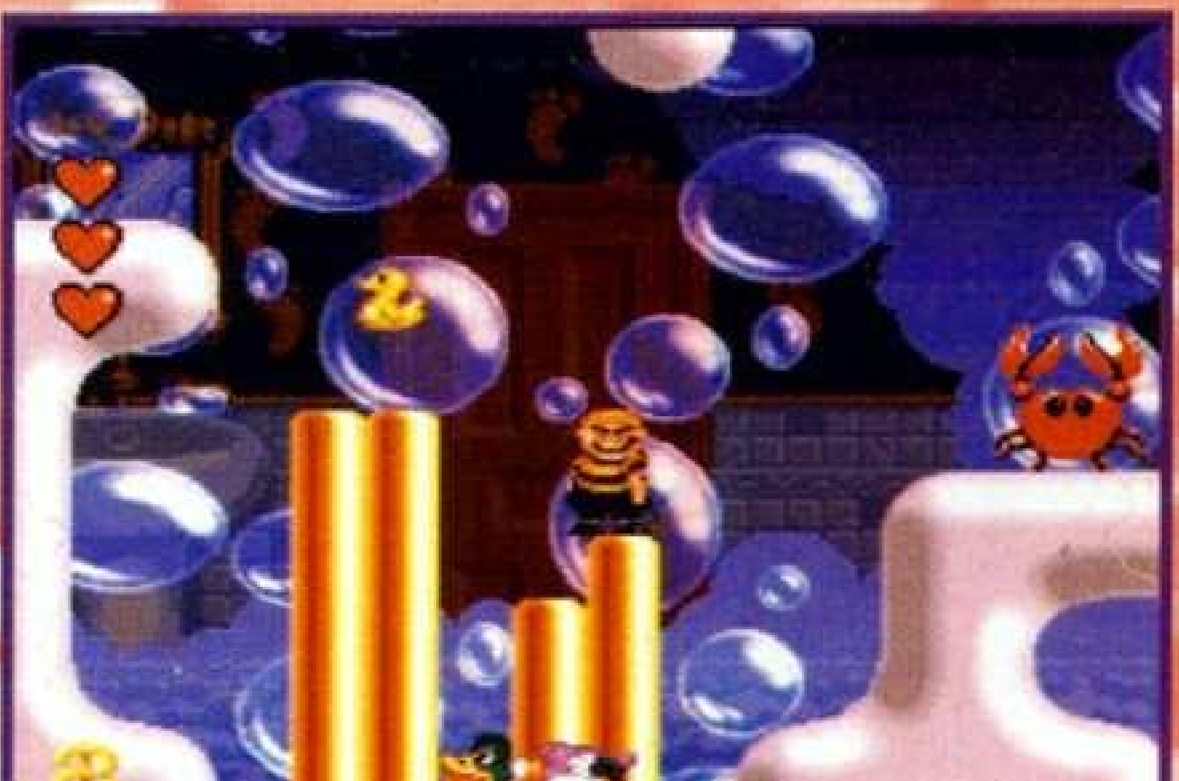


▲ IIt's automatic, it's hyrdomatic, it's systemic, it's a greased Lightning! Aoooww! Wella, wella, wella....

COMMENT

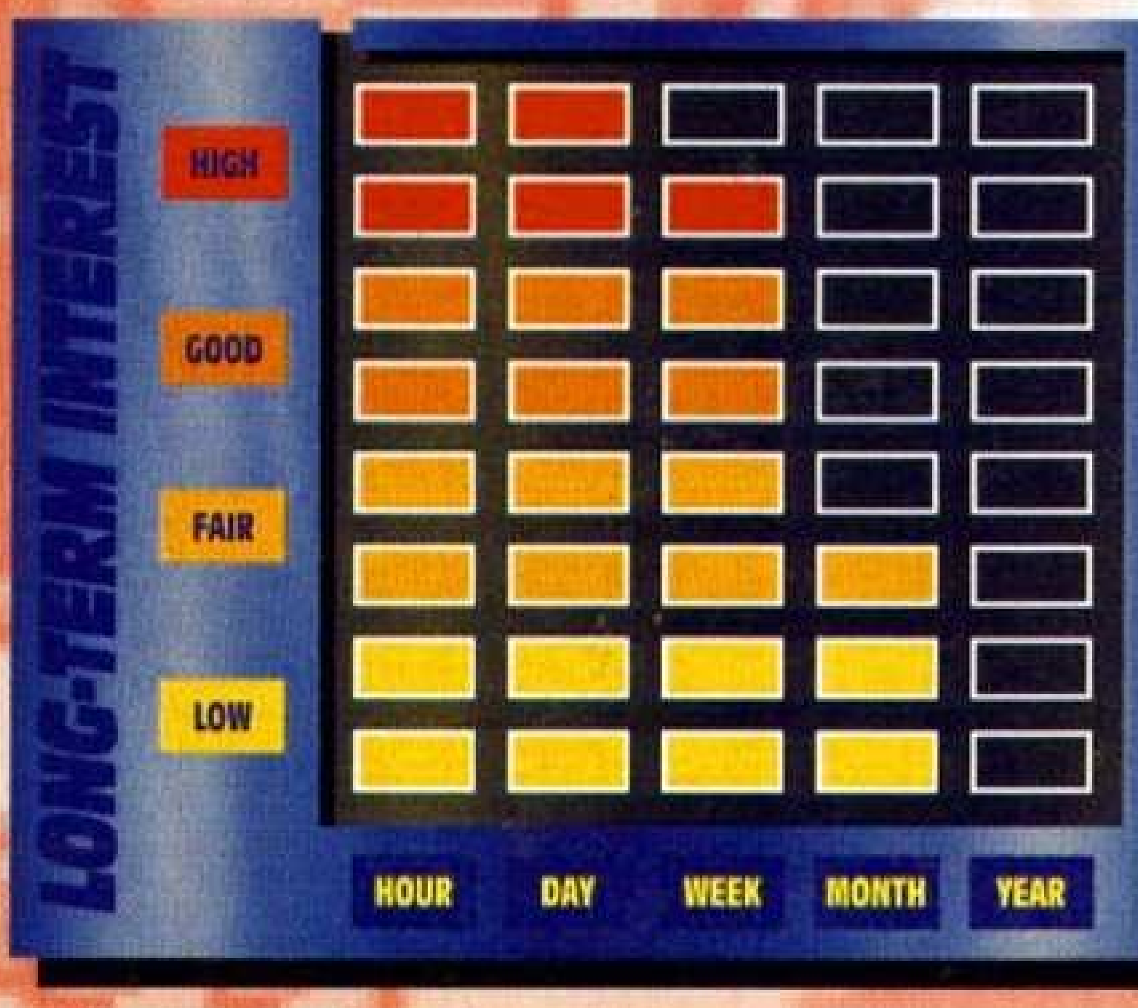
GUS

I'm not going to say anything about originality, or lack of it, as anyone who buys an Ocean game intends to get a standard platform game. In many ways that's what Puggsley's is, since there are no new features here whatsoever. But that's not the whole story, because Scavenger Hunt has its own magnetism. This is due to the fabulous graphics and sound, which someone has taken a lot of time and trouble over. Also, in response to complaints about the first Addams Family being too easy, Puggsley's has been made mega-tough - and may get complaints about being too hard! The game is merciless about sending you all the way back to the beginning of a level, which all platform experts in search of a lasting challenge will love. In fact, this is your essential hardcore platform game - hangin' tough, lookin' good and guaranteed to blow your mind.



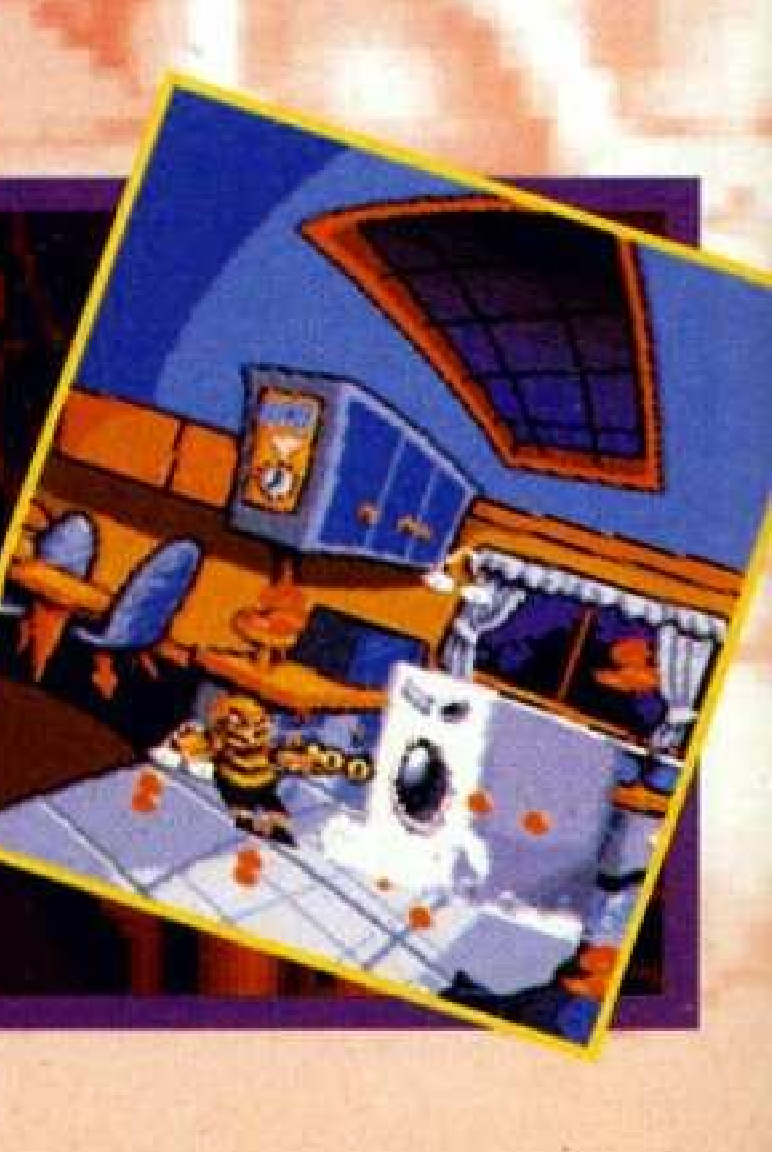
▲ Be warned, crabs often strike when you're having a dip!

▲ Who are you looking at, ya old witch?



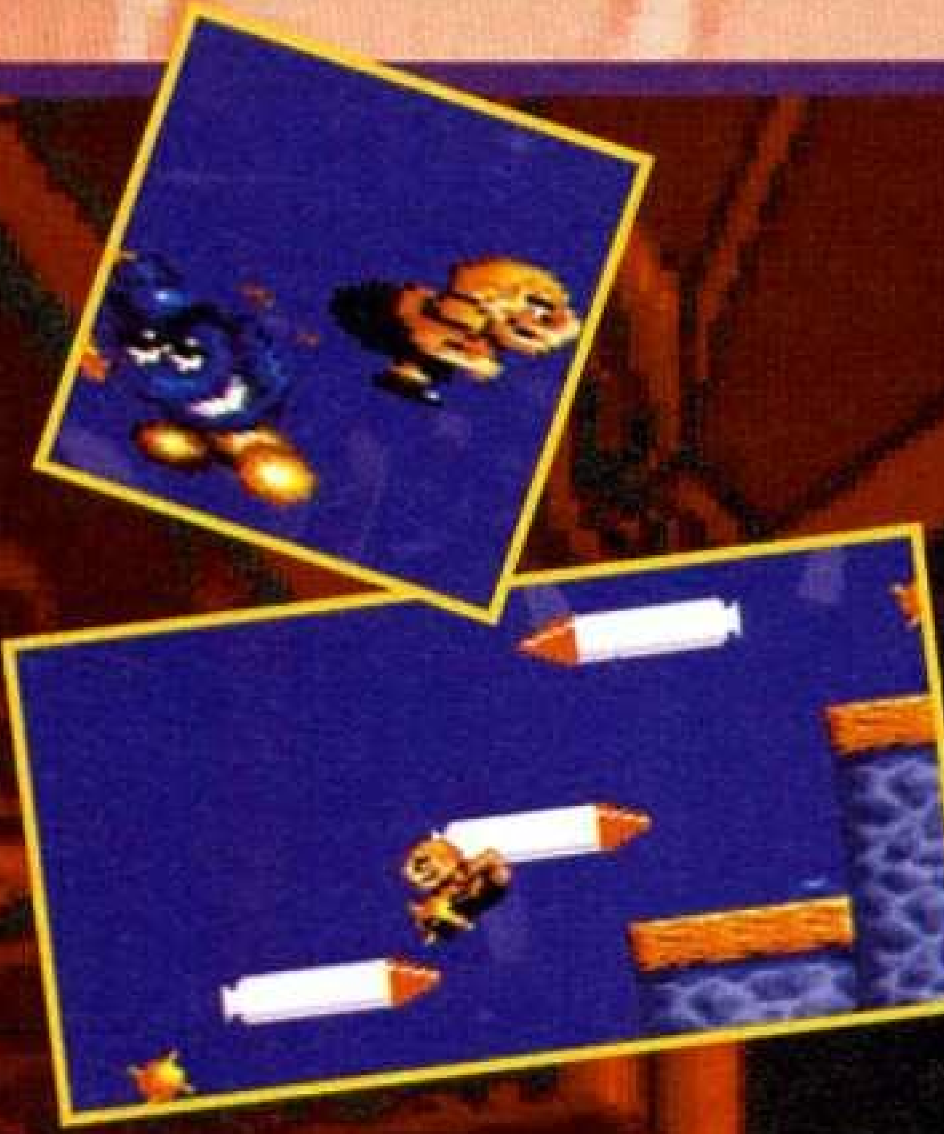
THE CELLAR

Not a pretty sight, the cellar is opened late in the game and is a real skill test. The light is very dim, and gives you little time to avoid the falling spike traps and swinging knives. Patrolling the musty vaults are the dwarves with the spiky helmets found in Addams Family I and loads of bats. The amount of bottomless pits here is a major problem. The boss is a Zanussi gone berserk, with you trying to extract the all-important underwear from the wash cycle, as it froths Ariel at the mouth.



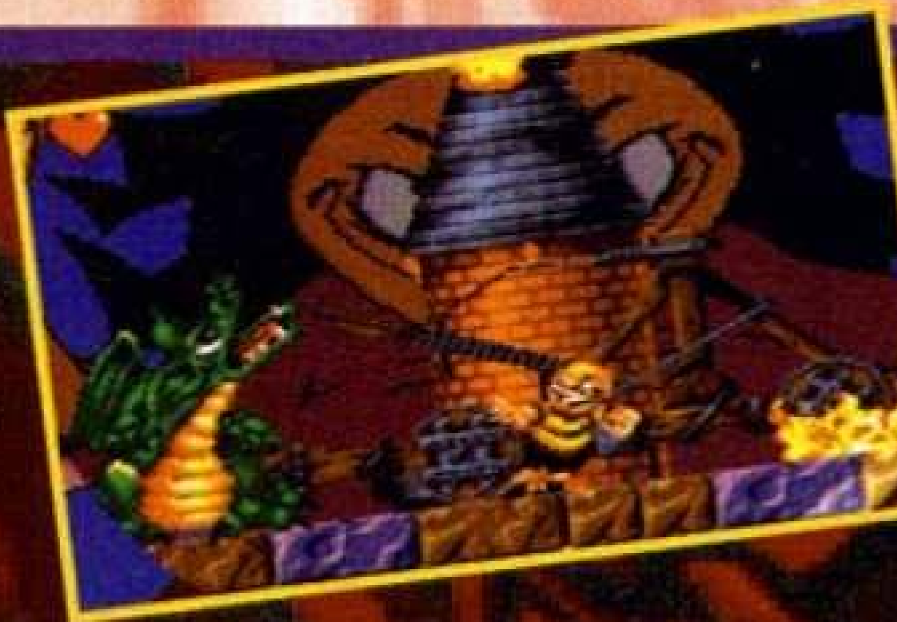
THE ATTIC

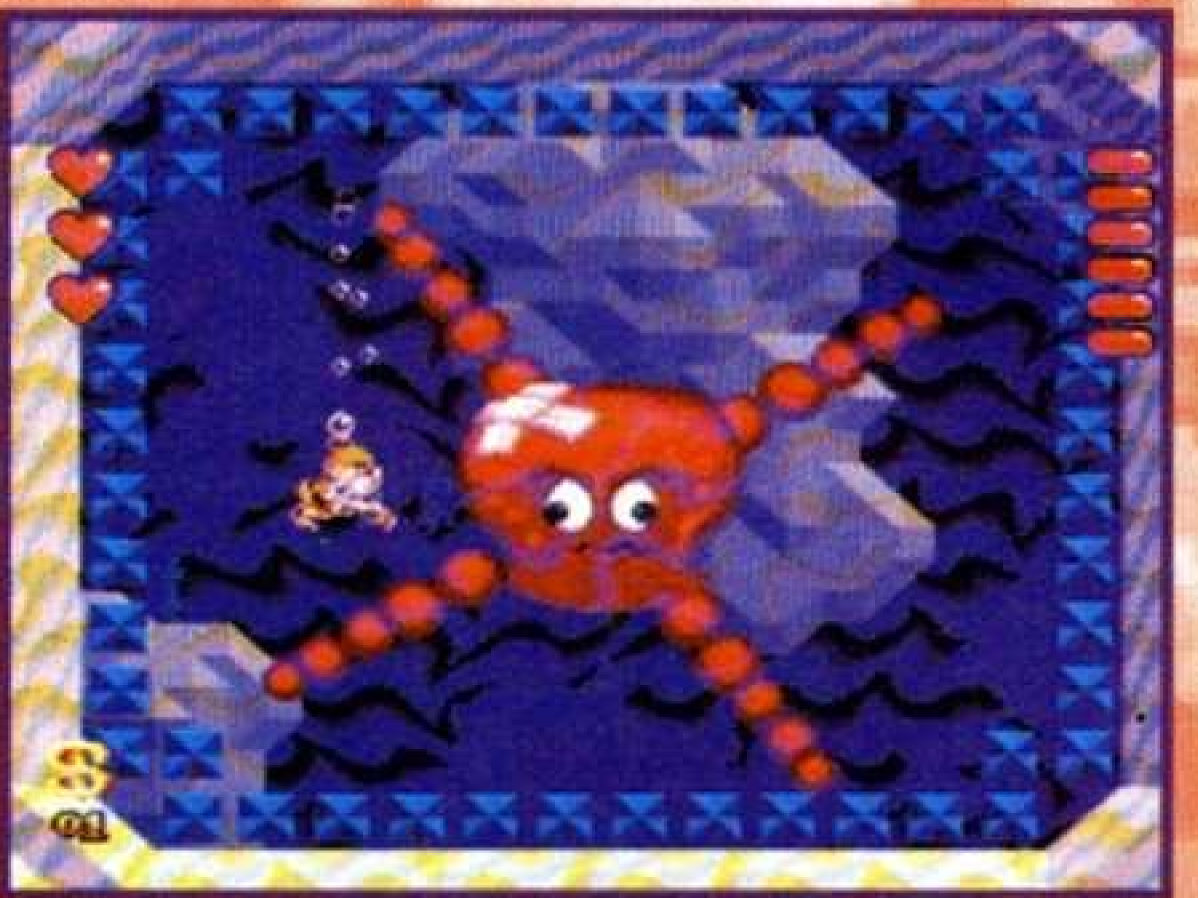
There's a lot of noise coming from the attic, probably because the mice wear hob-nailed boots, or maybe it's the cannons! There are plenty of rodents here, some skilled in the art of cheese-chucking. The aforesaid cannons are a major hazard, but the resourceful Puggsley uses them to hitch a ride and break down walls. The incendiary feel of the level continues with some lit sticks of dynamite, and cherry bombs which waddle around on fat legs. At the end of the level, a mutant mouse is ready with the camembert bombs - so don't end up with a cheesy head!



THE CRYSTAL BALL

Gran's Crystal Ball sees all, and takes you back to a Mediaeval area filled with knights, lances and magic. This has to be one of the spikiest platform levels ever, with poleaxes and swinging blades. Each sub-level is separated by a port-cullis and guarded by ravens and guillotines with a mind of their own. Puggsley must shin up rows of chains and side-step falling spears to face the boss - an Arthurian dragon plus flame!

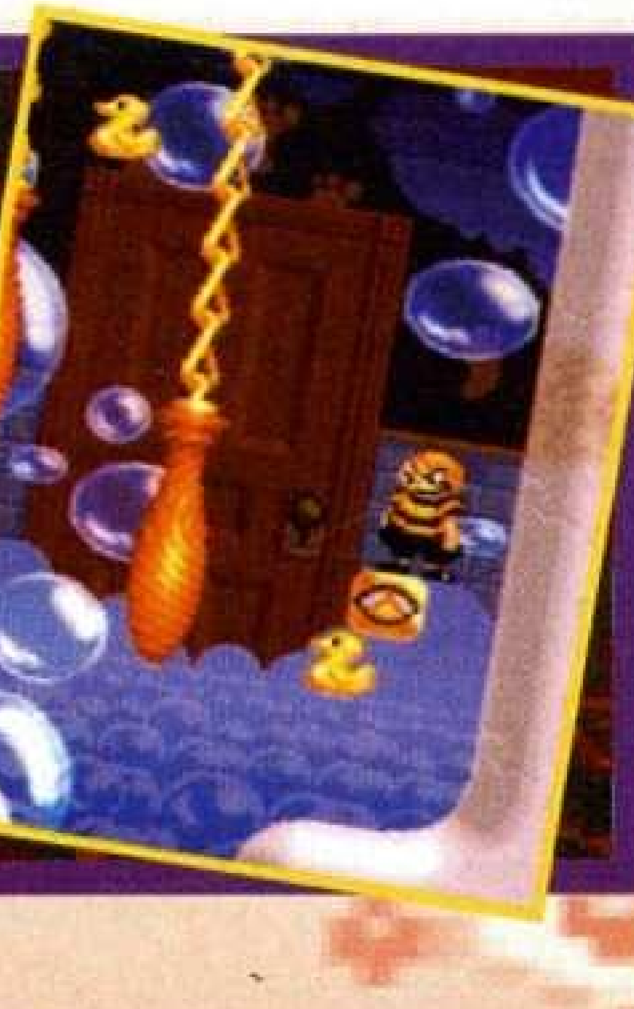




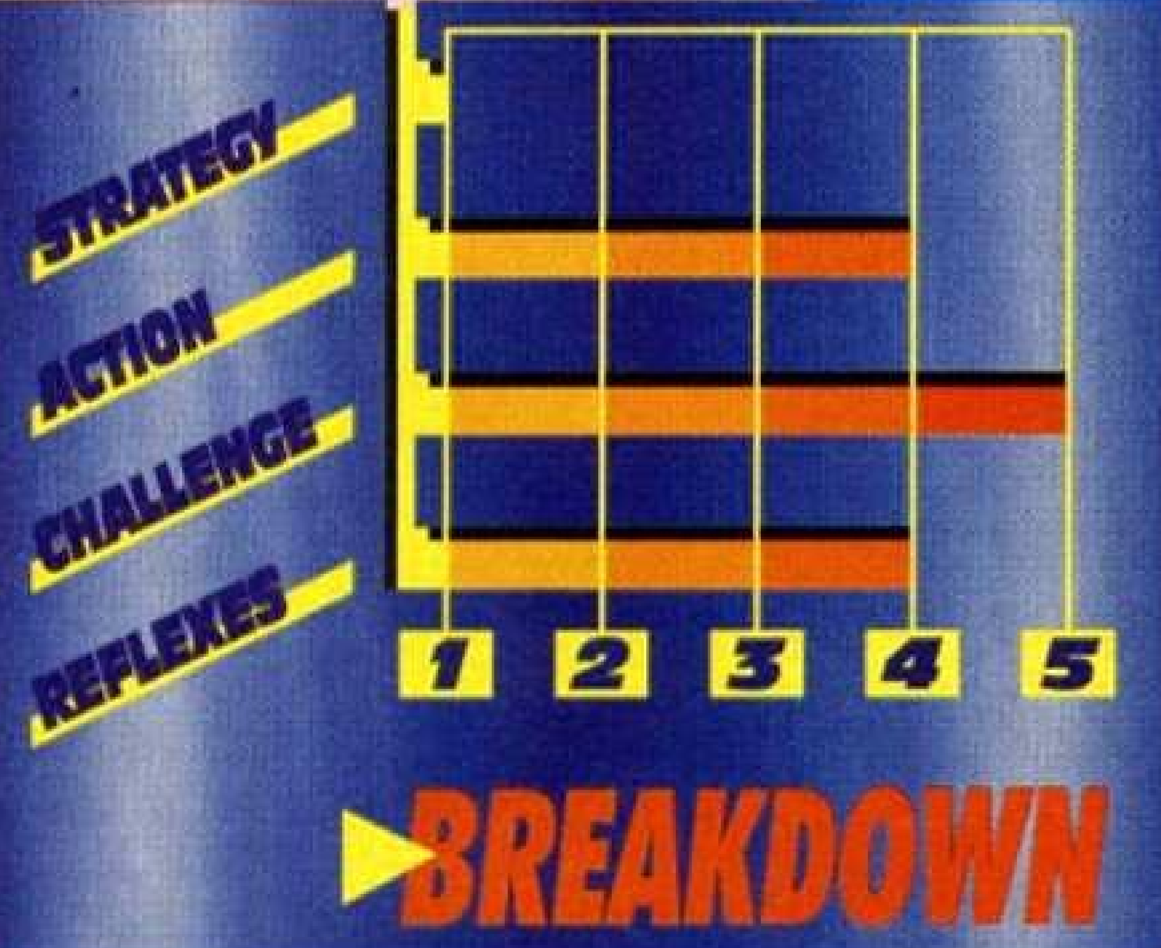
▲ Someone at Ocean obviously saw the rib-tickling link between 'Squid' and 'squint', just one more chortle in the chucklefest that is Puggsley's Scavenger Hunt. Just have a needle and thread handy in case of any split sides.

THE BATHROOM

Choosing to dip his toes, Puggsley enters the bathroom - teeming with floating bubbles - and the scene takes place in two parts. First there's a dash across the slippery porcelain, dodging the onslaught of the toilet ducks (and drakes). Inexplicably, toads and crabs have chosen to make a home here and chase you as you flush from pan to pan. The second part involves a dip in the bath, avoiding plastic fish and scuba-diving cats. Eventually, Puggsley is within tentacle distance of the octopus boss, and the ink will be his!



RATINGS



PRESENTATION

78

▲ Instead of difficulty levels, tweaking the amount of hearts and lives increases the challenge.

▼ The sound test is all very well for FX, but why couldn't the music have been included?

GRAPHICS

94

▲ Ocean do themselves proud with some of the prettiest visuals yet seen on the Super NES. Great sprites, amazing scrolling effects and backdrops.

SOUND

88

▲ The Sound FX are excellent: lots of guffing noises, quacks, miaows and assorted cacophony.

▼ The music also good, but tends to drift into the background after a while.

PLAYABILITY

90

▲ There's four different areas to explore at first, crammed with all manner of weird obstacles. The pace of the game is fast.

▼ The familiar left/right bum bounce action may be too standard for some.

LASTABILITY

86

▲ Puggsley's is tough as old shoe leather, and the challenge really cranks up in the Cellar and Chill Box levels

▼ Surprisingly, It's not as big as Addams Family, and frustration might also put you off.

OVERALL

89

Ocean produce another strong game from their favourite constituency, a worthy sequel to Addams Family and it's so polished you can see your face in it.

Nintendo GAME BOY™
CRASH
DUMMIE

FASTEN YOUR SAFETY BELTS FOR

BLOW YOU

The Crash Dummies on Gameboy is your chance to become a real live crash dummy taking all the crashes, bangs and wallops that our heroes face as part of their working day.

① In Level One you're a stunt man. When the director says action, your job is to take a dive from a building, hitting as many obstacles as possible on the way down. Make a smashing spectacle of yourself and you'll move on to Level Two.

② Next it's a day at the test drive centre checking out a prototype "air" bumper. In Level Two you've got to collect as many air bottles as you can in order to charge up the bumper, but stay clear of the oil slicks and pot-holes because these will slow you down.

③ In Level Three you're testing an indoor ski slope. Hit as many flags as possible on the way down, but avoid the rocks and trees. And have a go at the "Hotdog" – a speciality move you'll want to try again and again.

DON'T YOU BE A DUMMY, BUCKLE YOUR SAFETY BELT!

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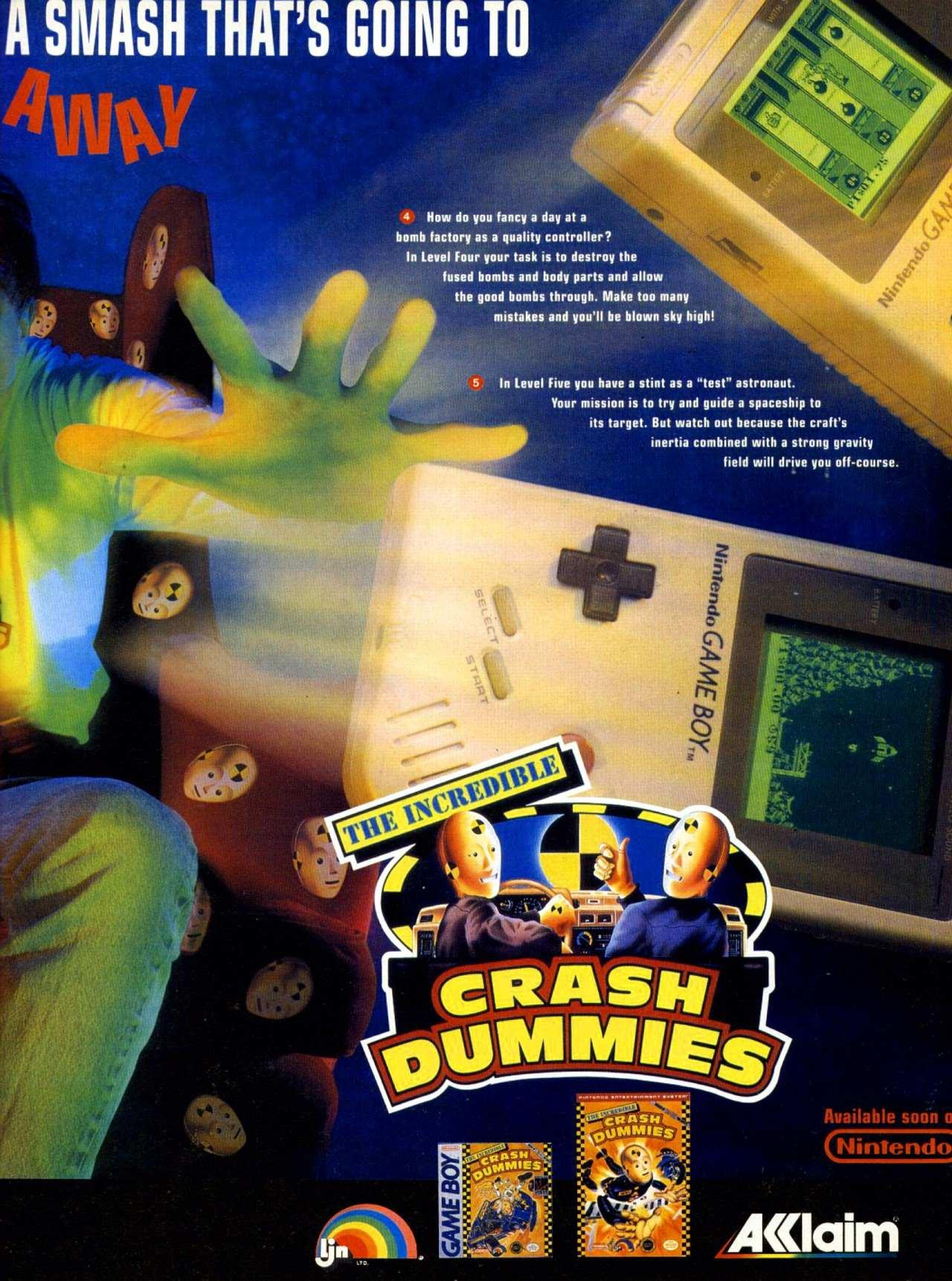
A SMASH THAT'S GOING TO AWAY



④ How do you fancy a day at a bomb factory as a quality controller? In Level Four your task is to destroy the fused bombs and body parts and allow the good bombs through. Make too many mistakes and you'll be blown sky high!

⑤ In Level Five you have a stint as a "test" astronaut. Your mission is to try and guide a spaceship to its target. But watch out because the craft's inertia combined with a strong gravity field will drive you off-course.

THE INCREDIBLE CRASH DUMMIES

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Acclaim

1
PLAYER

8
MEG

PLT
GAME

First
Samurai

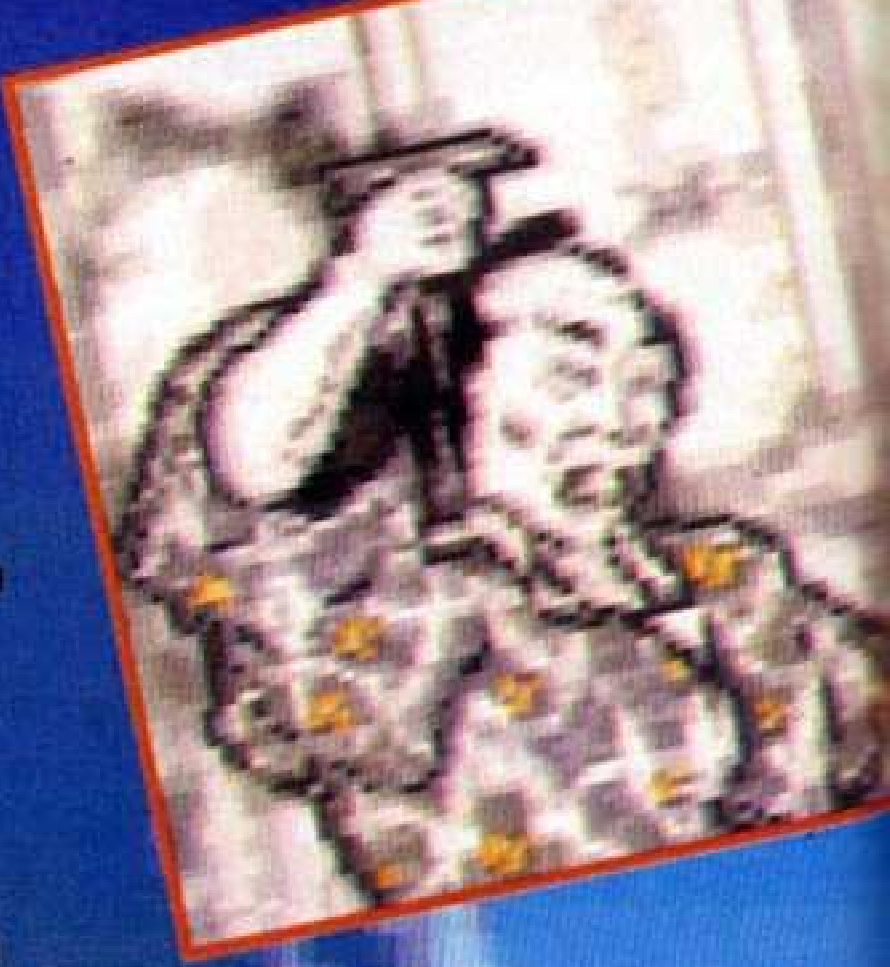
PRICE:TBA
BY: KEMCO

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
EASY/MEDIUM
CONTINUES
NONE
SKILL LEVELS
ONE
RESPONSIVENESS
GOOD

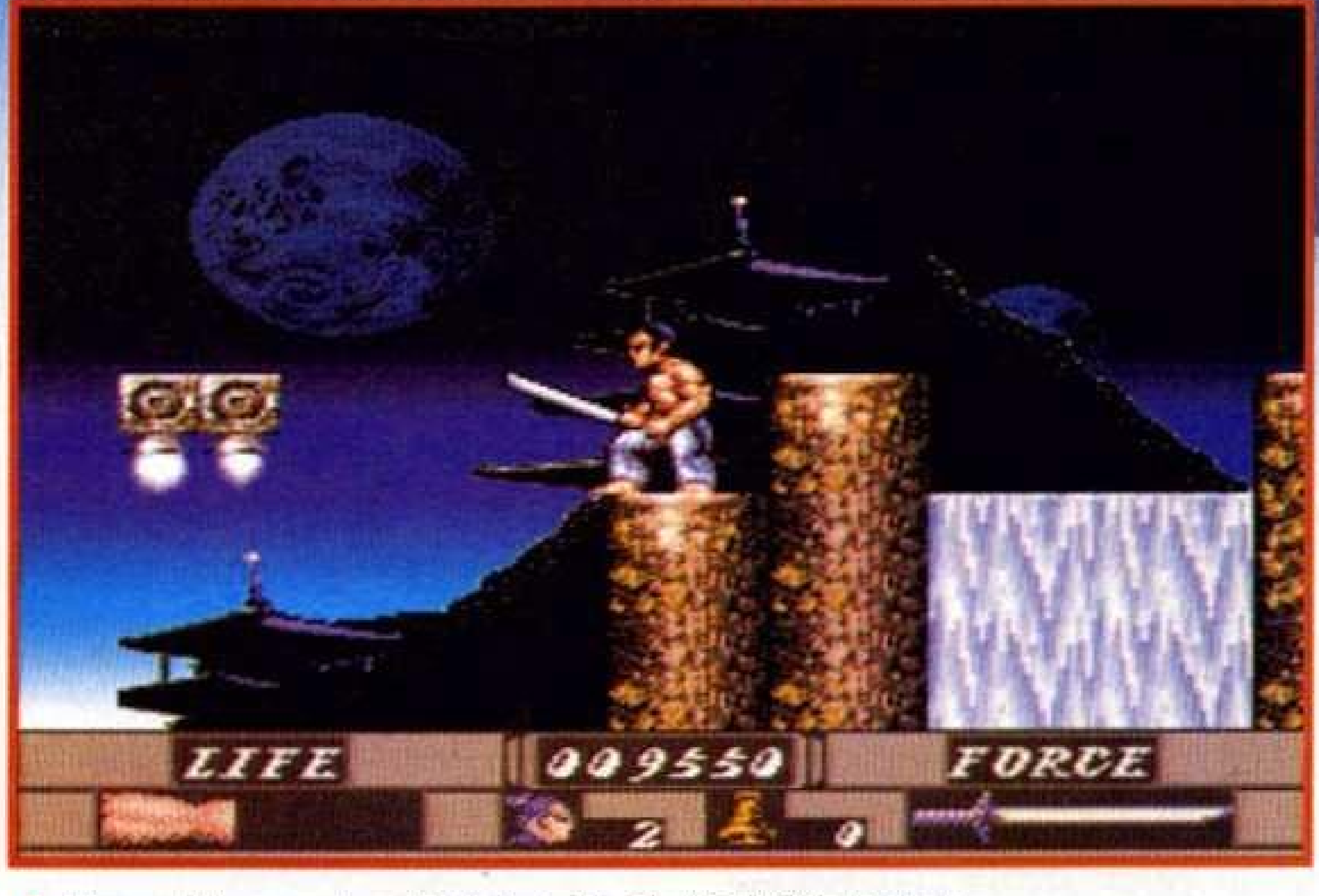
1ST DAY SCORE
105,850
ORIGIN
The First Samurai was originally programmed for the 16-bit home computer market for the now-defunct Mirrorsoft by Vivid Image. Kemco are the company responsible for bringing the game onto console.

FirsT Samu

The Demon King, whilst sitting atop his misty mountain - as most Demon kings are traditionally wont to do - cast his bloodshot eyes over the panoramic landscape and saw clouds - lots of them. In fact so many clouds that they covered the whole land. As he watched, they began to rumble. 'Damn that god of thunder!' quoth the Demon King, 'I'll have his guts for my mantelpiece!' Enraged, the Demon King dismounted and swooped down from the mountainside for a better look. The dark one spied a young Samurai - the first in the world, no less - and his aging sensei. Still miffed by the obstruction of his view, the diabolical King set to battling with the sensei, casting a paralysing spell on the young student, rendering him helpless. The first Samurai watched with horror as his master fell to the evil King's dreadful claws but, before the sensei passed away, he called upon the might of a mystical wizard mage for assistance. With a deafening scream, the Demon King whisked itself off to the future and took refuge, leaving the vengeful Samurai to plot his revenge.



Assuming the role of the lone fighter, it is the player's sacred duty to help the Samurai exact his vengeance in this most daring adventure from Kemco. It is a platform adventure with a few twists along the way in the form of puzzling obstacles which only a sorcerer could handle. Armed with the first ever Samurai sword, our hero's task is to seek out the Demon King and send him packing - forever...

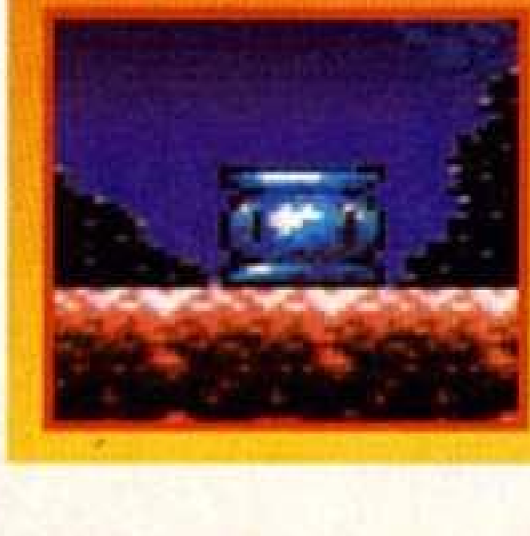


▲ "Hmmm, let me see: 'Insert Batteries In The Blunt End Of The Device.'"

EXORCISE WITH THE FIRST SAMURAI

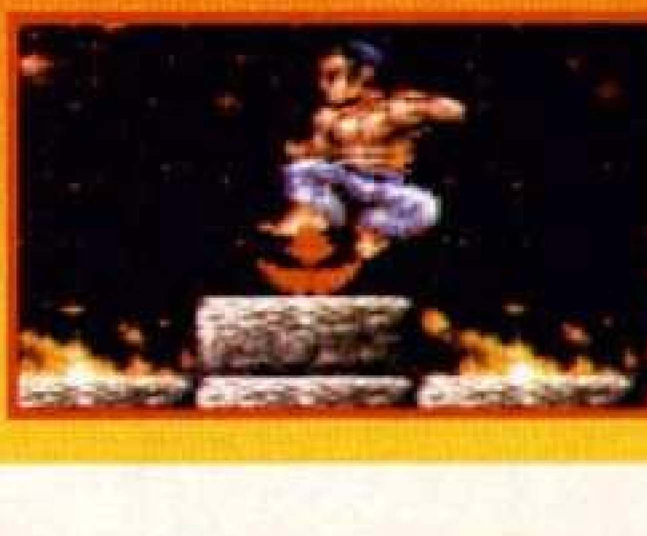
Phial:

Warps the Samurai to the last activated blue pot.



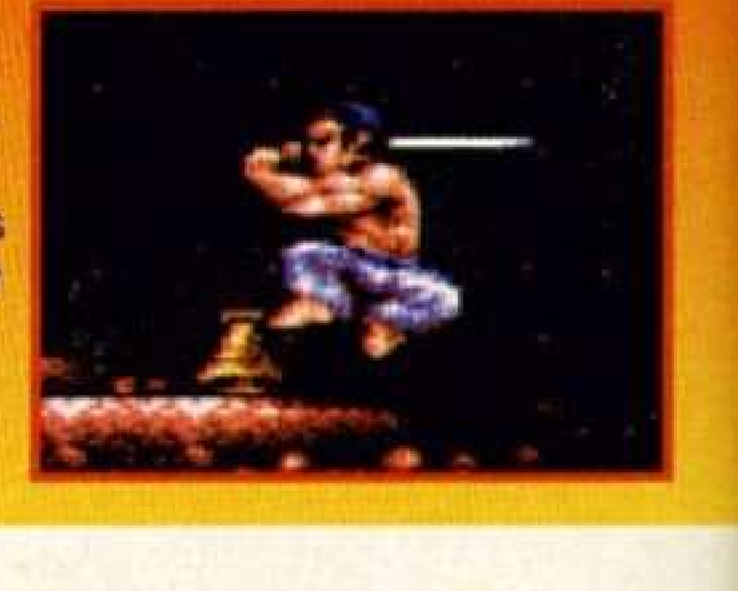
Mystic Rune:

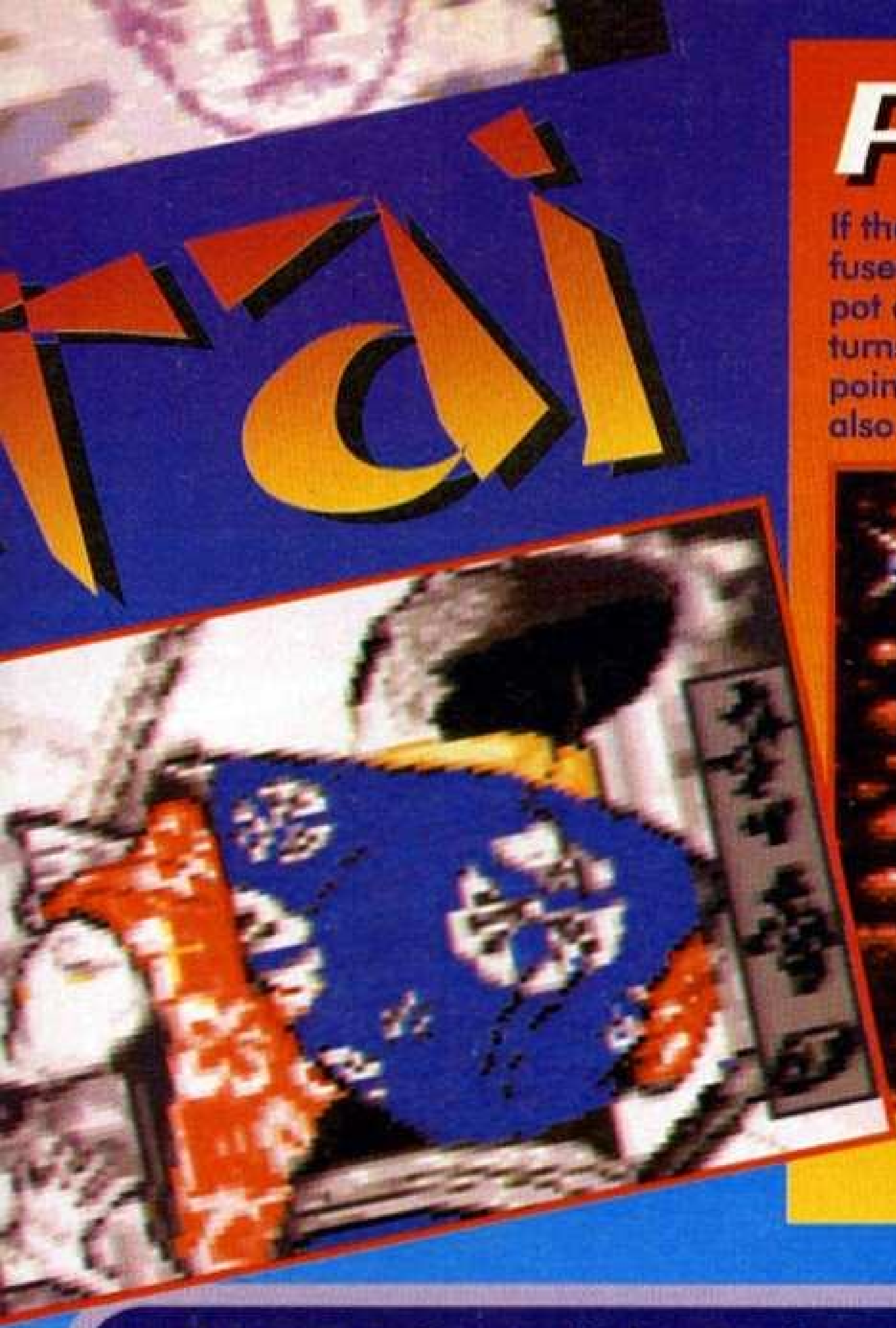
Collecting a number of these summons the guardian at the end of each stage.



Magic Bell:

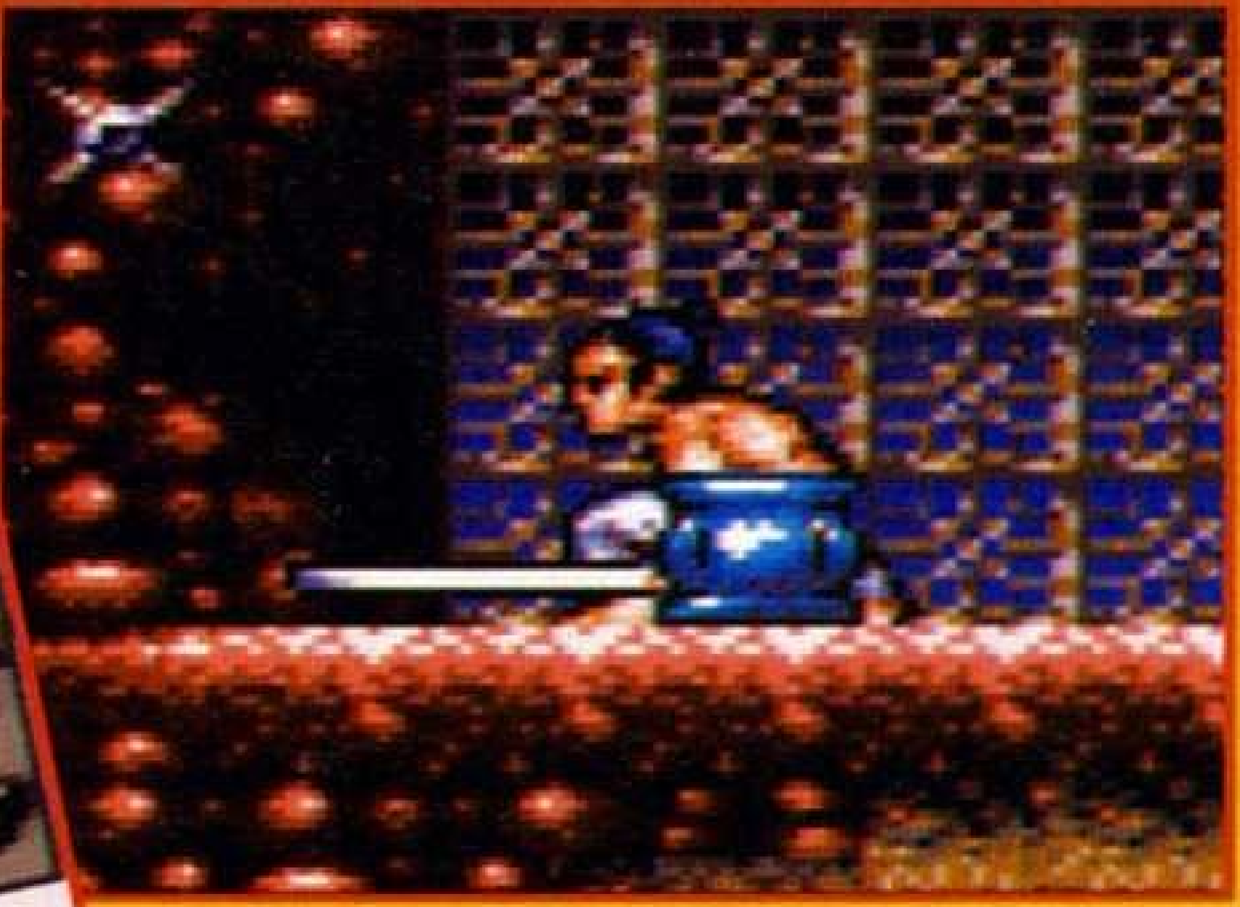
When the Samurai encounters a seemingly impassable area he may call upon the spirit of the mystical wizard mage for assistance. The mystical wizard mage then casts a spell over that area, paving the way for the Samurai.





POTTY TIME

If the current stage has the Samurai completely confused as to his whereabouts, seek out the nearest red pot and crouch by it. The pot is then 'activated' and turns blue. Use of the phial returns the Samurai to this point from then on. Should the Samurai lose a life he is also returned to this point.

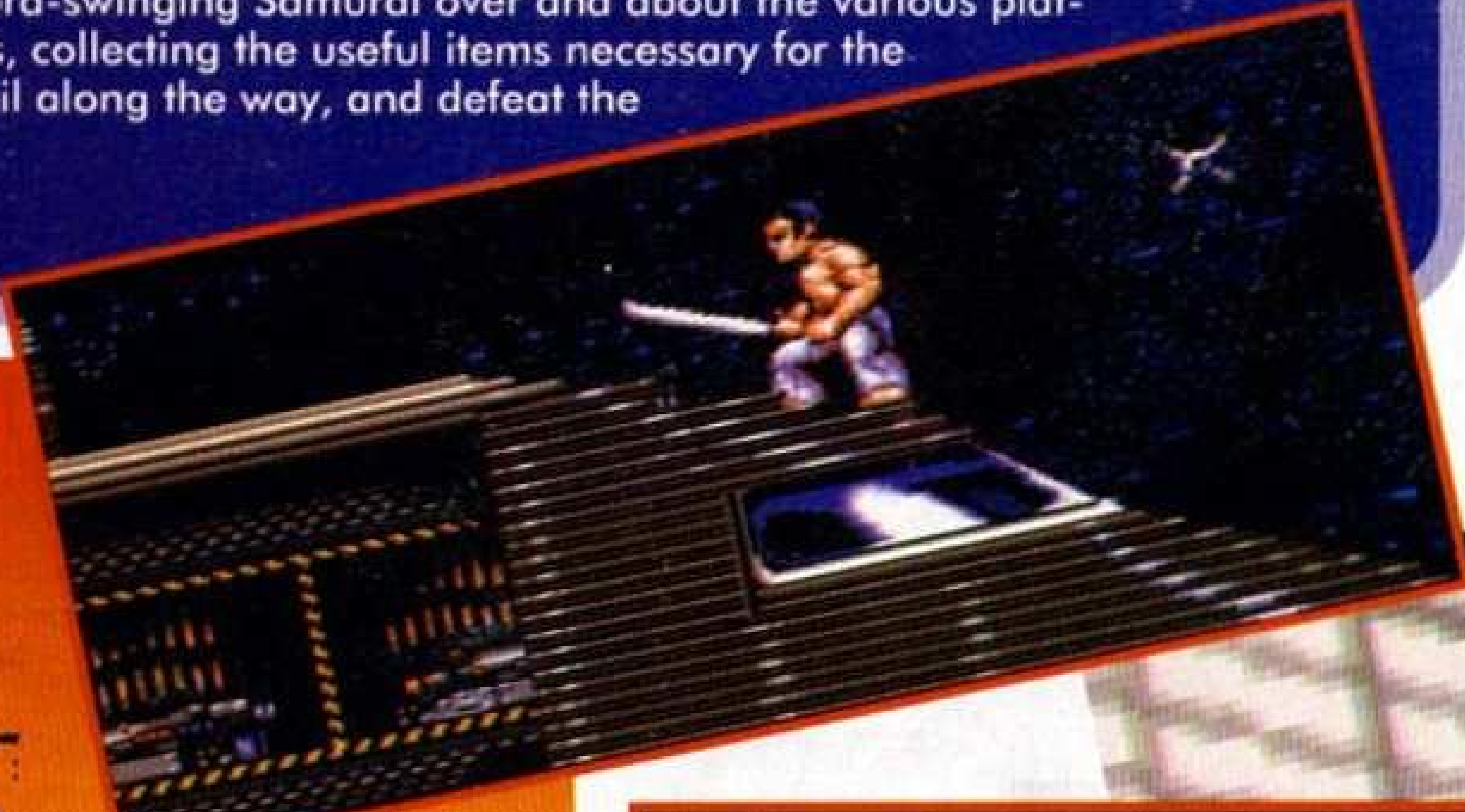


▲ Be vewy qwiet... I'm hunting wabbit... Hahahahaha...

How To Control Hey, get this for a novel concept. You know that green plastic thing that is connected by a wire to your Super NES? Well, you see those buttons and that raised cross? Well, that little thing actually sends orders to the Samurai. Amazing...

A	Use item.	X	Kick/Use Sword.
B	Jump.	Y	Punch/Use Sword.
L/R	No function	S	**START:** Start and pause game. **SELECT:** Choose item.

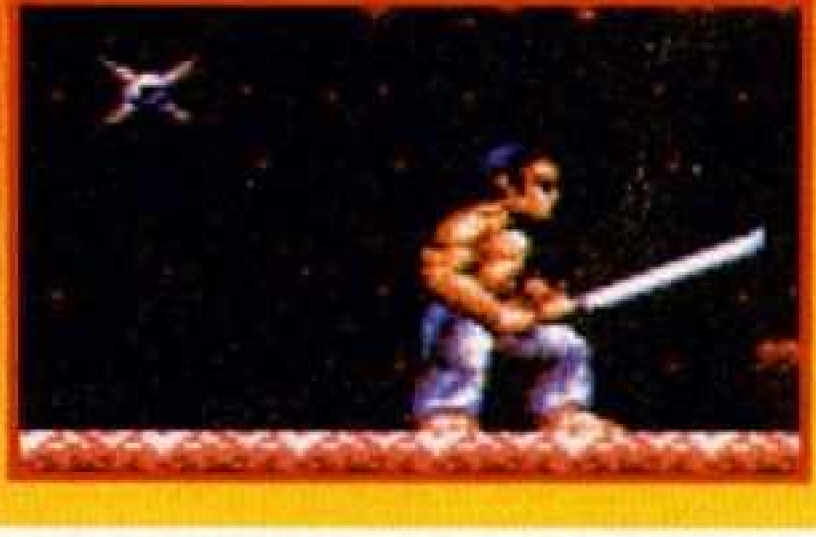
How To Play Guide the sword-swinging Samurai over and about the various platformed realms, collecting the useful items necessary for the First Samurai's exorcising of evil along the way, and defeat the Demon King.



Make the Samurai's vendetta much easier by collecting these items that are found lying about all over the place:

Sentient Star

Collection of this magical weapon equips the Samurai with an orbiting metal star which damages enemies from a distance. Exercise caution, though, as the sentient star is taken from him after death and cannot be obtained again.

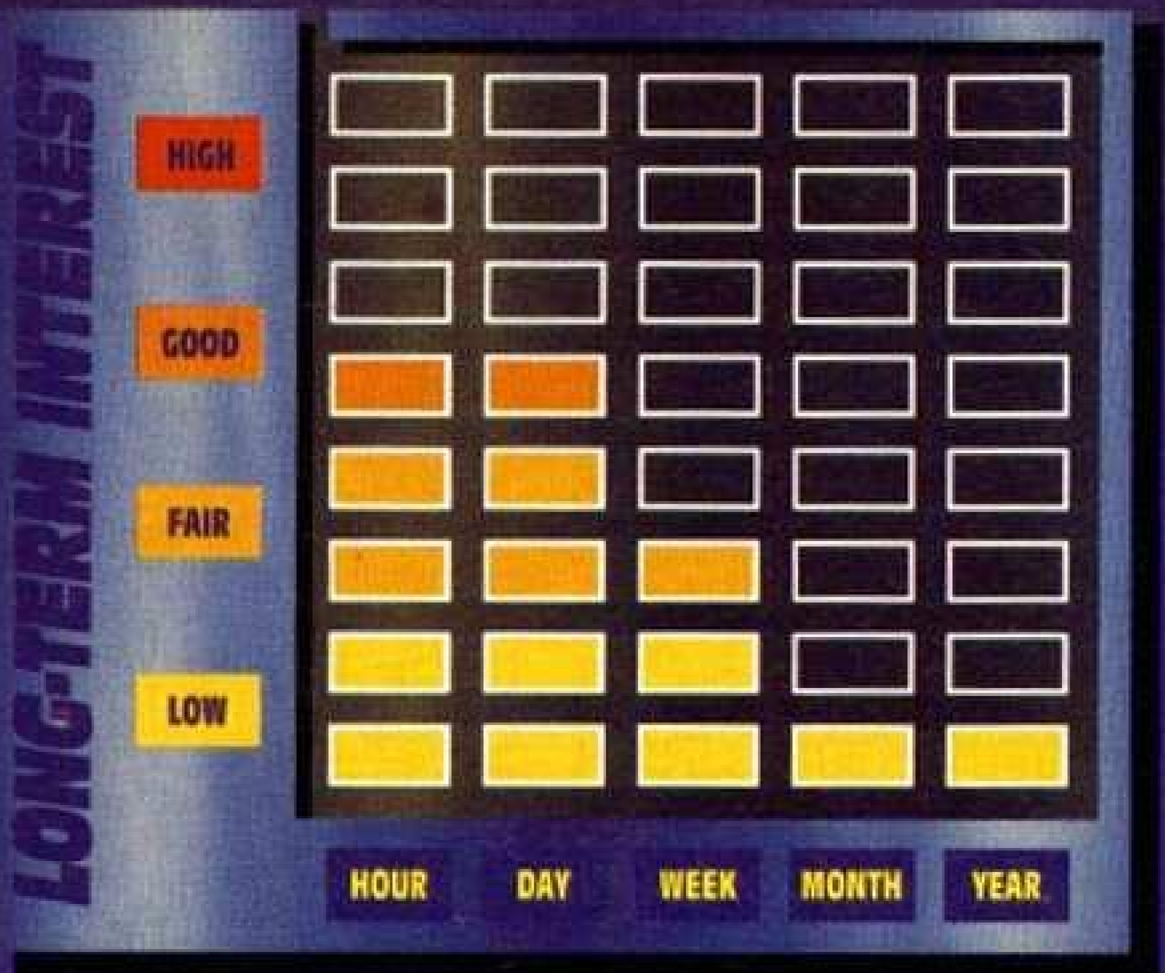


▲ Irony Corner No. 1. Hey, what an action-packed screenshot.

COMMENT

PAUL

Until now, the Super NES has escaped the plight of dodgy old computer games darkening its library. Sadly, the likes of First Samurai have caught up with it and what a dull affair it is! For an Amiga game this is all well and good but the Super NES has greater capabilities than this game was designed for. First Samurai's graphics are lacking in texture, composing of flat colours and many tiny sprites. The animation of the main character is good but then the action is way too slow for my liking. I can tell the company responsible for the game have tried for a more interactive platform game, introducing a small puzzle element into the proceedings. All this amounts to, though, is the tedious collection of items that perform certain duties, all of which are blindingly obvious. Without them the stages are incredibly small and featureless when compared to the likes of Super Ghouls 'n' Ghosts and Super Star Wars. In its favour the sampled flute featured in the soundtrack is nice, also the presentation stands up well against its more convincing competitors. Overall, though, the game is a waste of time and I can think of many other titles worth considering before laying out the readies for this.



COMMENT

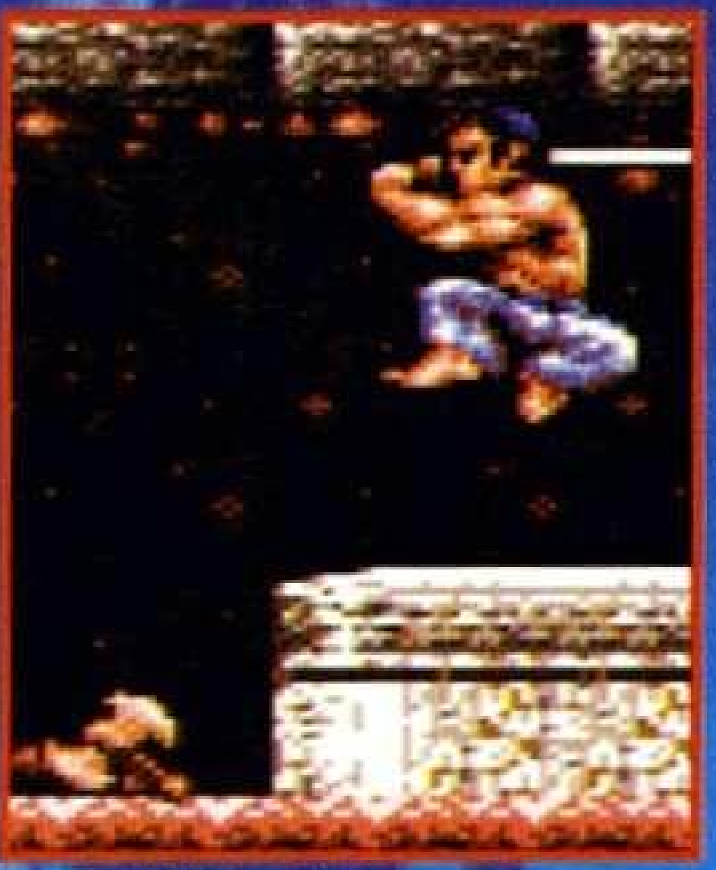
STEVE

Whilst a game like First Samurai is more than adequate for a machine like the Amiga, on the Super NES is just seems dull and flat. The action is too long-winded for its own good, and whilst the arcade/adventure style of the game is initially fun to toy with, prolonged play soon proves tedious and the desire to continue rapidly fades. That's not to say that there isn't a lot to recommend about the game. It's use of orchestral sound effects is inspired and the graphics are extremely detailed and varied. Considering this, it's a pity that the slow-moving action lets the whole thing down. After all, this is supposed to be an action game recounting a tale of revenge. If that's the case, where are the battles to the death whereupon loads of the Demon King's minions get together to give the Samurai a pasting? The Super NES could handle such an idea, and it's a lost opportunity that Kemco didn't take the chance to make such improvements over the original. A real disappointment, and one that shows the rapidly growing gap between what is acceptable on a home computer and the Super NES.

▲ Climb, climb you fool. .

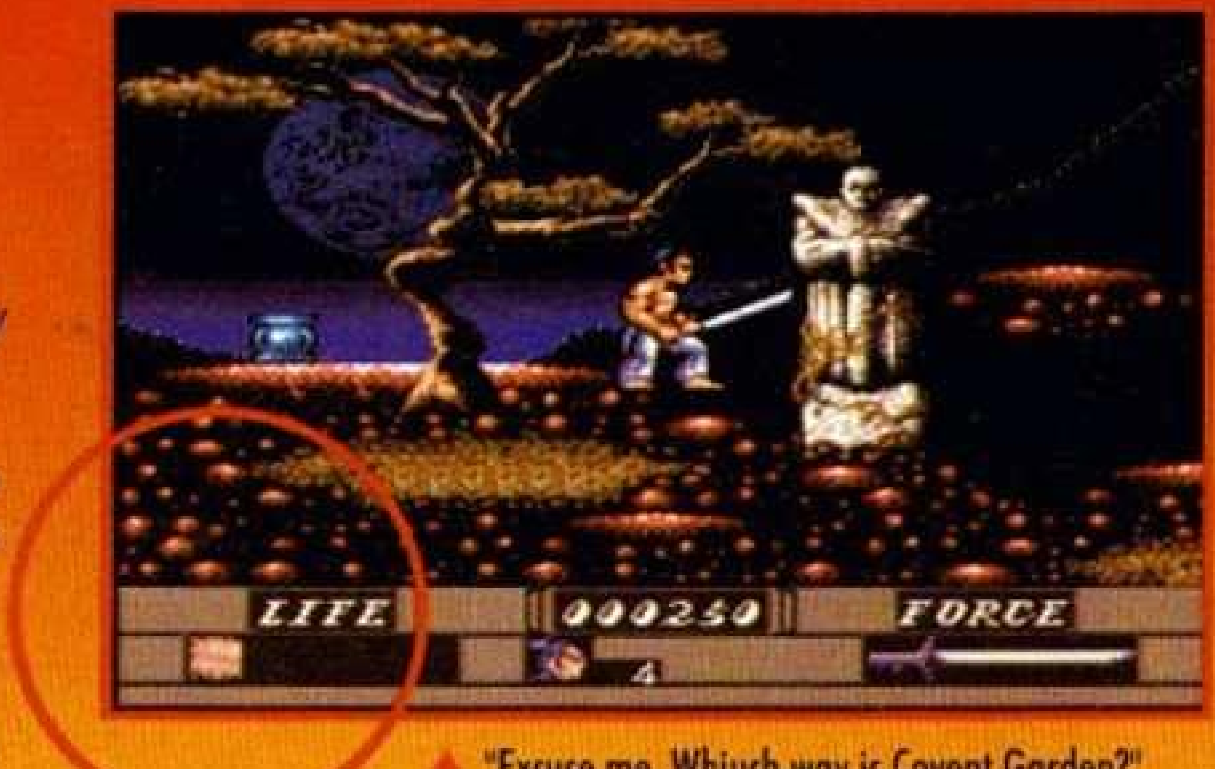
▲ See, it takes both hands!

▲ "Rrrip", said the trousers...


▲ Eeeek! A mouse!

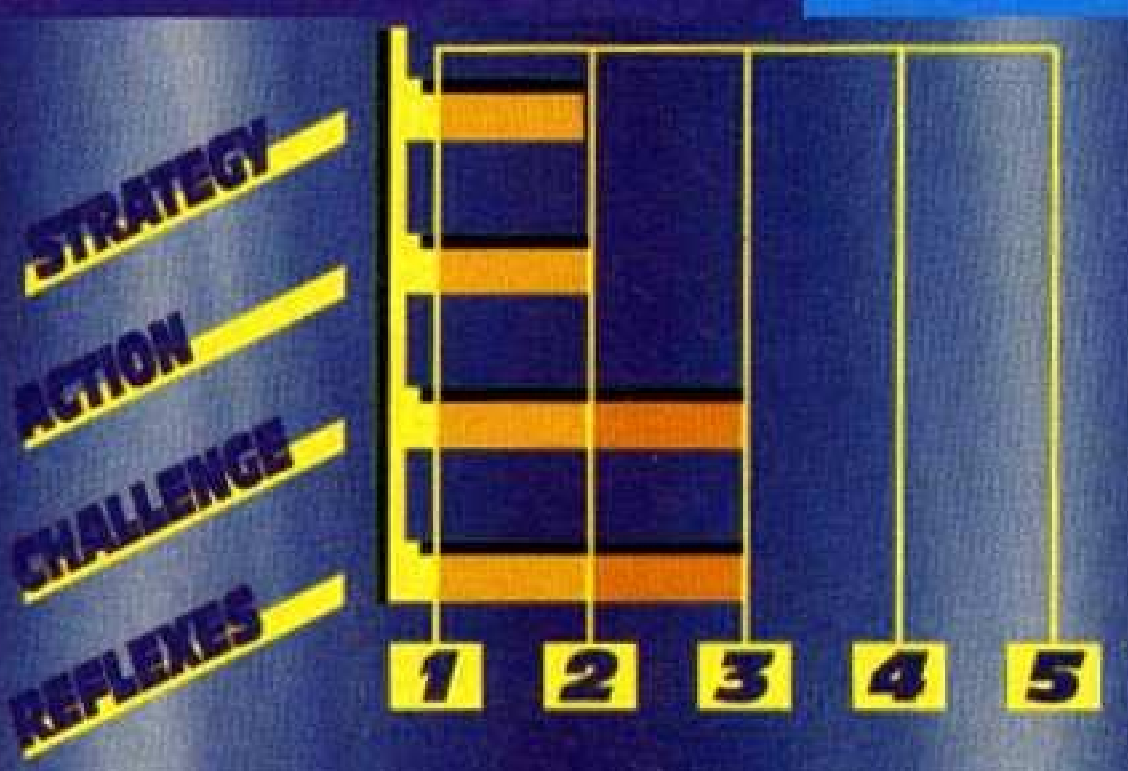
COME BACK!

The Samurai's state of health is represented, oddly enough, by an arm at the bottom left of the screen. Should the Samurai chance his arm, so to speak, it gets shorter in relation to how much damage he has taken. Flesh for his weary bones is extracted from the food left by defeated foes or found in baskets discovered at various areas of the stage. When the arm is completely withered away, the Samurai draws upon the force, represented by a sword at the bottom right of the screen, to save his skin. The only problem is the Samurai has his sword snatched from him by the Gods until the force is fully replenished. Feed the force by defeating enemies as each one's life is the bread and honey of this mysterious energy.



▲ "Excuse me. Whiuch way is Covent Garden?"

RATINGS



▶BREAKDOWN

PRESENTATION

▲ A lengthy introduction sets the scene with some nice stills and eerie music.
▼ The presentation looks very dull, with the same screen used between levels.

75

GRAPHICS

▲ Smooth animation of the Samurai sprite.
▼ However, the scenery is shockingly dull and remarkably two-dimensional, showing the game's age. Most of the enemy sprites are tiny.

78

SOUND

▲ The music is good, as are some of the sampled sounds.
▼ The music is also very repetitive. Some of the sampled sounds are hilarious.

81

LASTABILITY

▼ With small stages and not enough content this is very tiresome stuff indeed.

59

PLAYABILITY

▲ Control over the Samurai is good.
▼ However, the proceedings are so uninspiring that it is difficult to sustain any amount of interest.

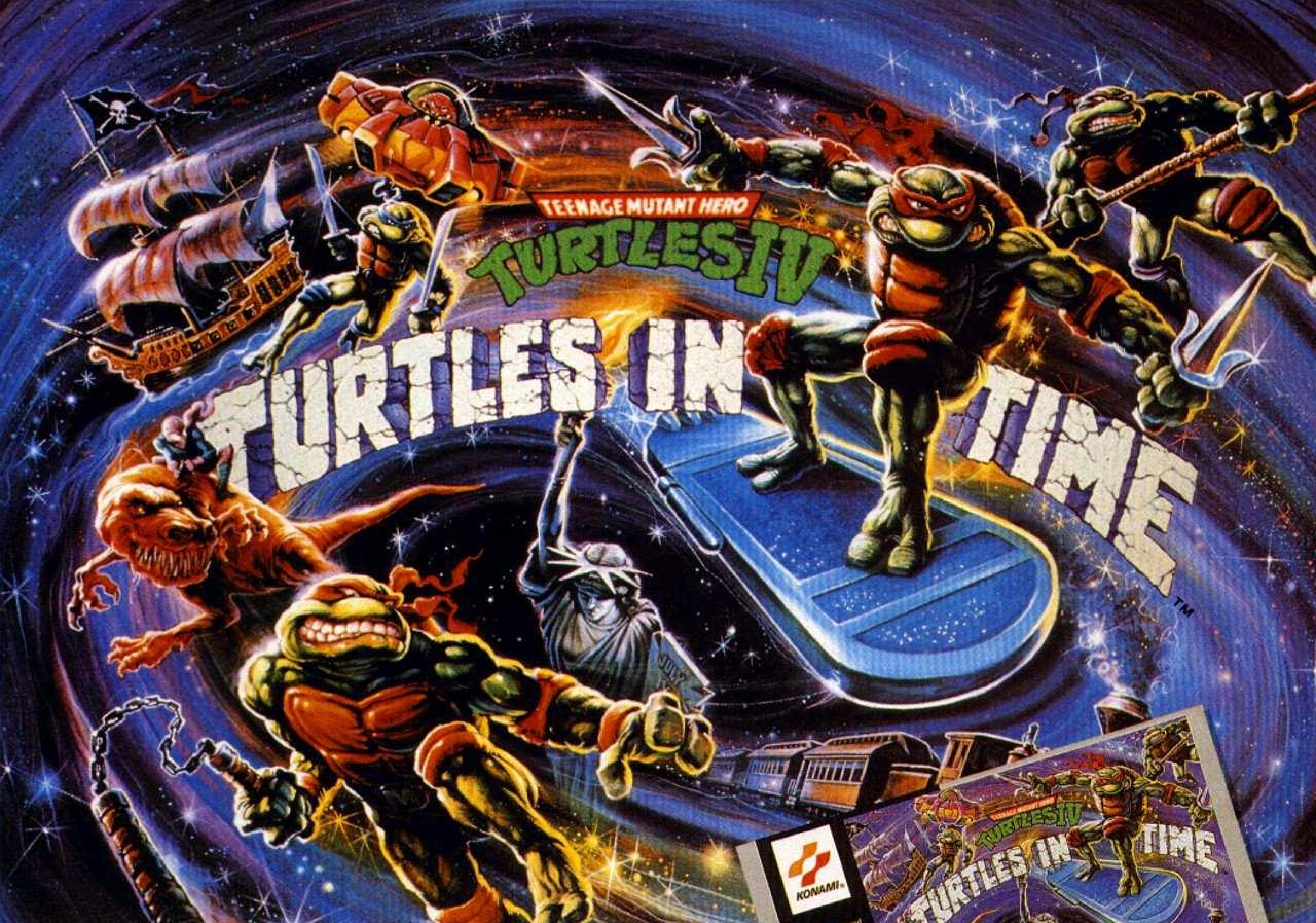
76

OVERALL

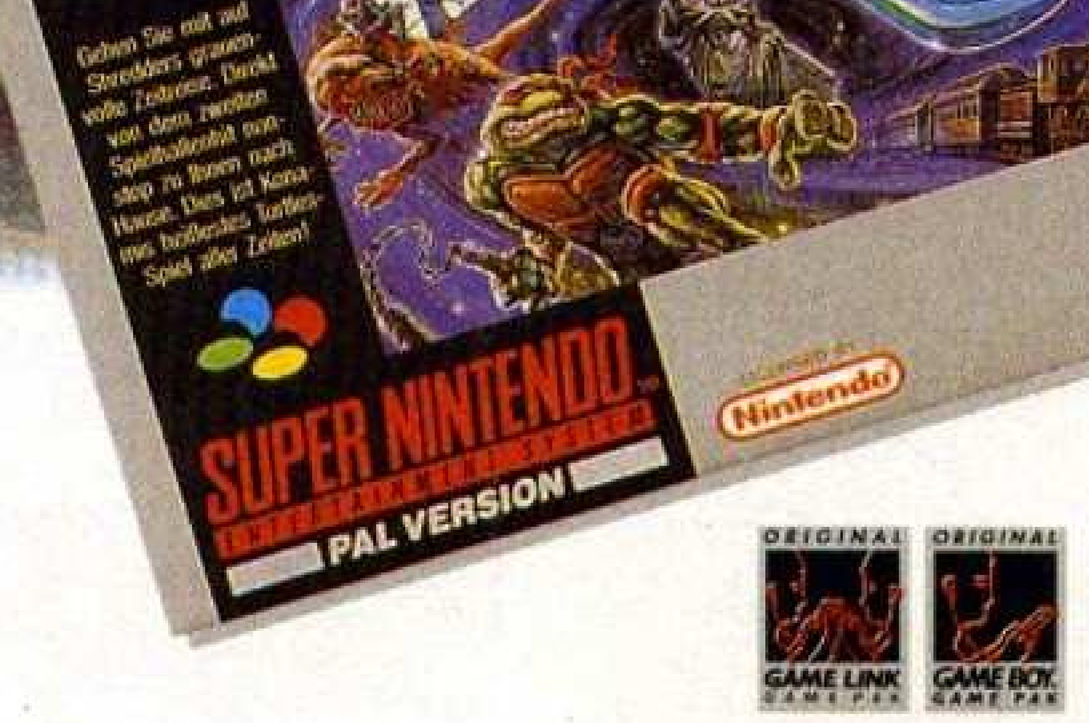
Any computer games that are ported over to console should make the most of the better machine. Otherwise, it's all a big waste of time - as demonstrated here...

62

New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For you


TEENAGE MUTANT HERO
TURTLES IV
TURTLES IN TIME
TM
KONAMI
SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION
Nintendo

The ever villainous Shredder has sent one of his evil androids to steal the Statue of Liberty. The turtles have to defeat Shredder and rescue Lady Liberty from his evil clutches in six huge levels of Arcade Action. As they attempt to put an end to Shredder he knocks everyone into an activated Matrix Translocation Beam sending everyone hurtling back through time. Can the turtles defeat the host of historic hooligans as they fight their way back to 1992, to the final showdown with Shredder.


LEO
RAPH
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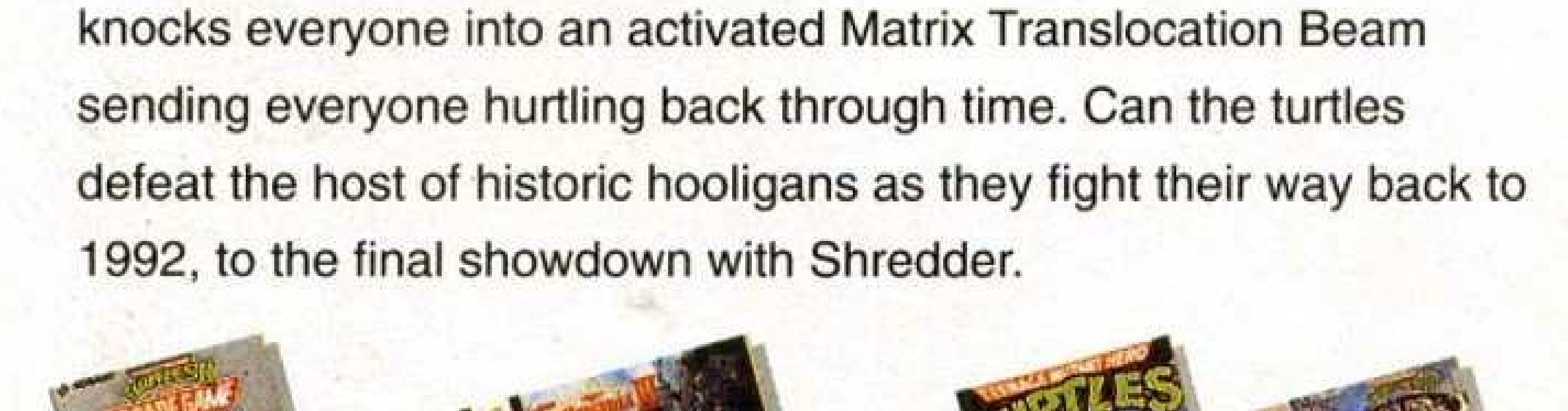
KRANG
LEO
MIKE
PRESS START
SLASH


ARCADE GAME
GAME BOY
FALL OF THE FOOT CLAN
TEENAGE MUTANT HERO TURTLES
GAME BOY
PALCOM

KONAMI®
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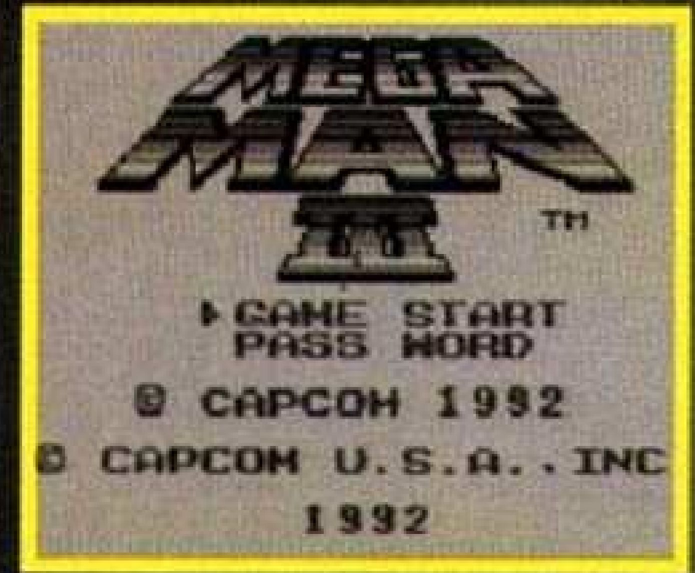
MEGAM

1 PLAYER

2 MEG

PLT GAME

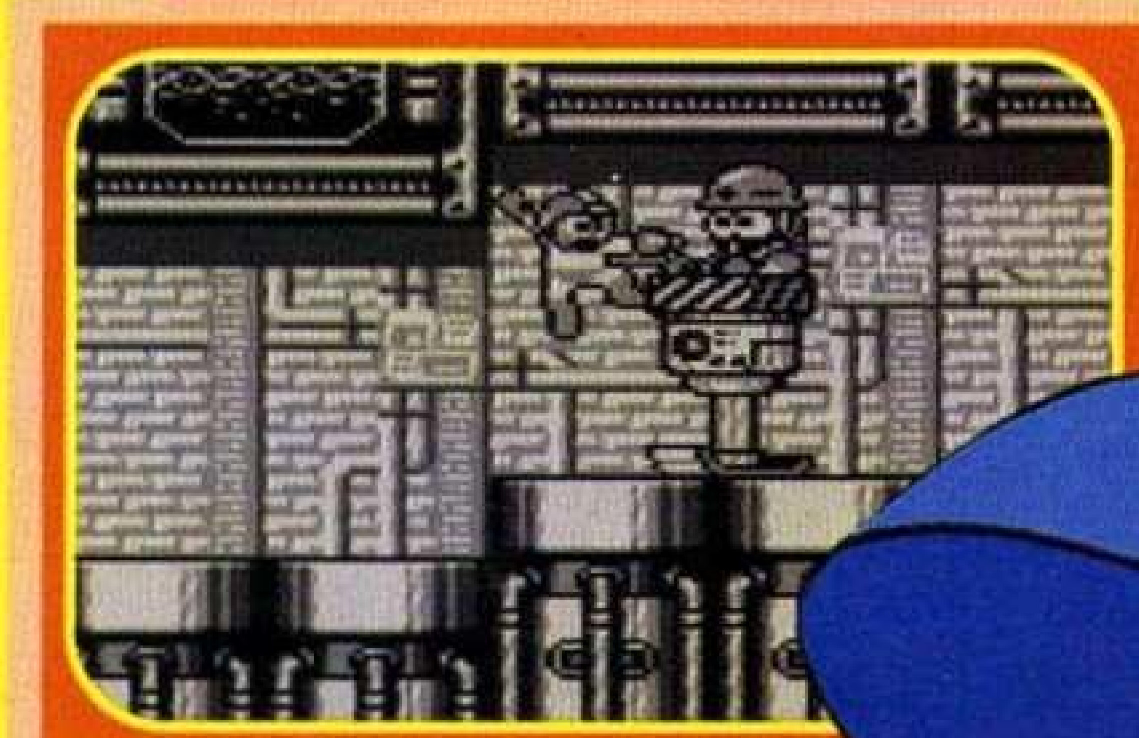


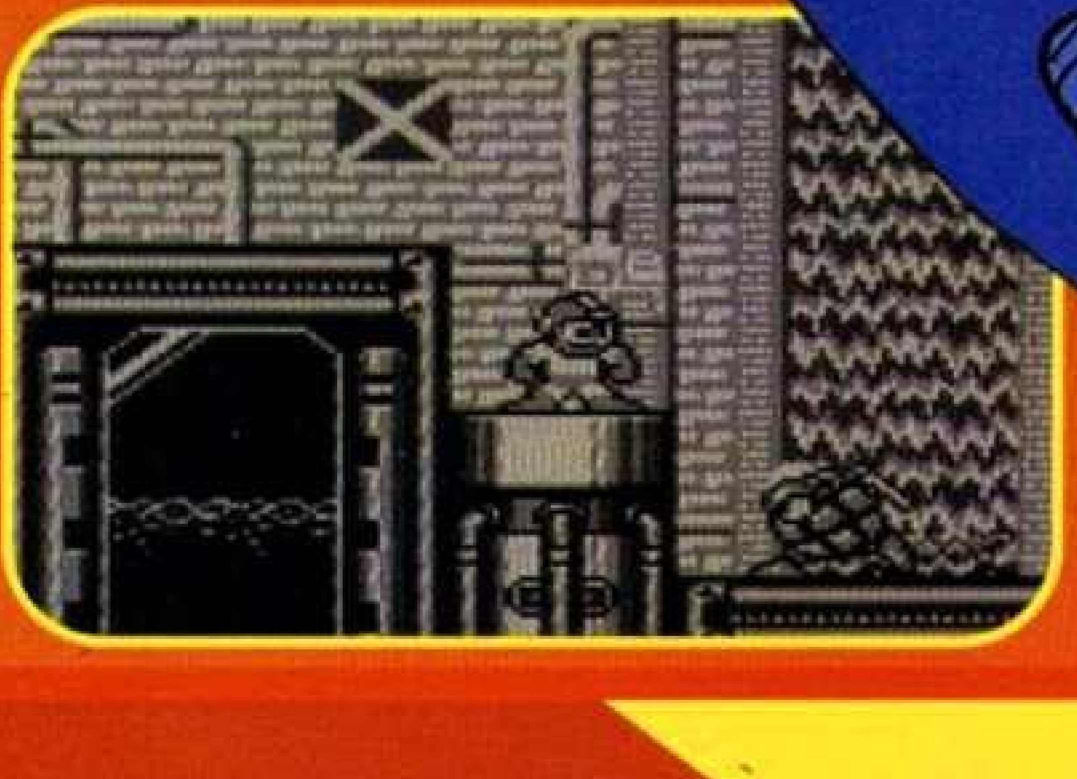
PRICE:£TBA
BY:CAPCOM

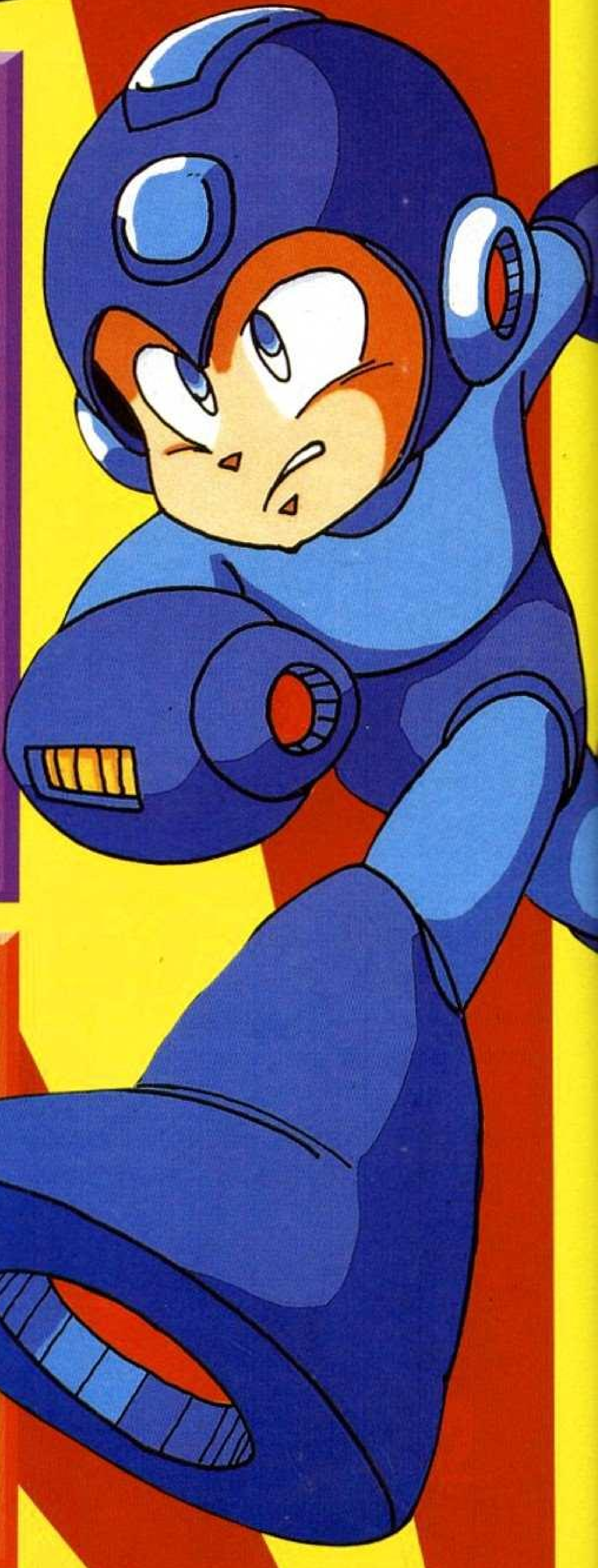
RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
ULTRA-TOO-HARD
CONTINUES
PASSWORD
SKILL LEVELS
1
RESPONSIVENESS
PRETTY GOOD
1ST DAY SCORE
COMPLETE ANY ONE LEVEL
ORIGIN
Third in the series of Game Boy Megaman games, and what seems the millionth Megaman game between this and the NES.

Sibling rivalry can be the cause of some truly unprecedented difficulties. Take for instance the case of Megaman and his younger brother, Meagreman. Whilst Megaman was doing brilliantly in school, getting into the first team, staying out of trouble and doing all his homework on time, young Meagre could hardly write his own name, couldn't run a hundred yards without turning blue, and got caught by the Head choking to death on his first Silk Cut behind the bike sheds. Of course, Mr and Mrs Man lavished praise, attention and ample cash rewards upon their eldest over-achieving goody-goody son, and left the younger to grow bitter and resentful. Life is sometimes hard when you're thick.

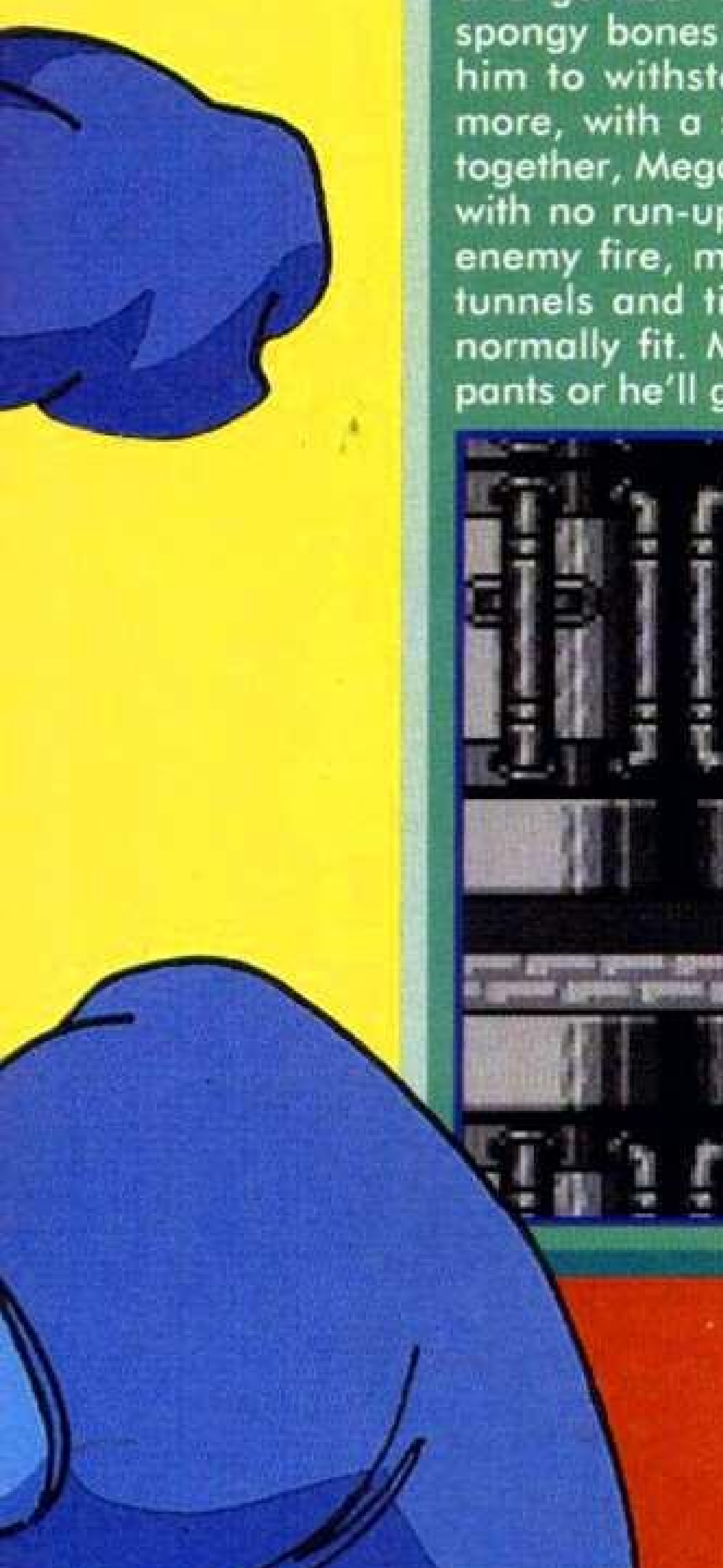
Of course, things deteriorated when Megaman adopted the mantle of super-hero, protecting the weak and defending the innocent with no thought of personal gain. Meagreman's temper snapped. He immediately donned a lab coat and reinvented himself as Dr Wily - Creator of Large Cyborgs. Since then, Megaman and his ne'er-do-well relative have clashed on numerous occasions, and while Dr Wily's world domination and Megaman destruction plans have been repeatedly foiled, platform style, by the running, jumping, shooting, puzzle-solving Megaman, this next challenge could show once and for all that it really is the geeky ones you should watch out for...





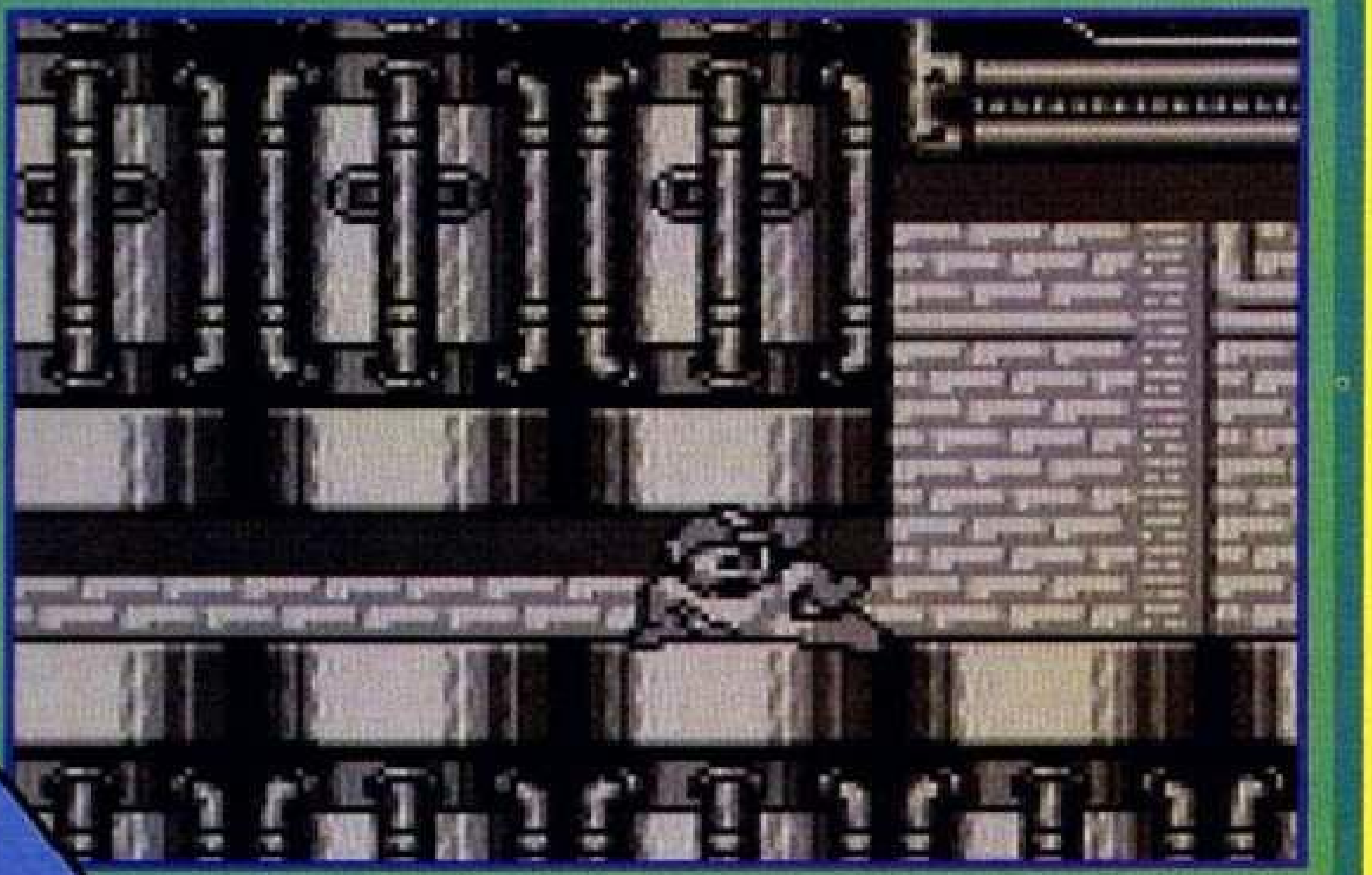


AN III



MEGAMAN'LL MAKE YA...

Megaman certainly is a nimble little fellow. He can run, jump and gambol like a happy Spaniel puppy in the spring. His spongy bones and remarkably elastic musculature also allows him to withstand really, really long falls unscathed. What's more, with a single press on both down and the jump button together, Megaman executes a fantastic hip slide along the floor with no run-up necessary! This move is very useful for dodging enemy fire, making a quick getaway and negotiating narrow tunnels and tight passageways down which Mega would not normally fit. Mind you, he'd better be wearing his skid-proof pants or he'll get awful chaffing! Ooyah!



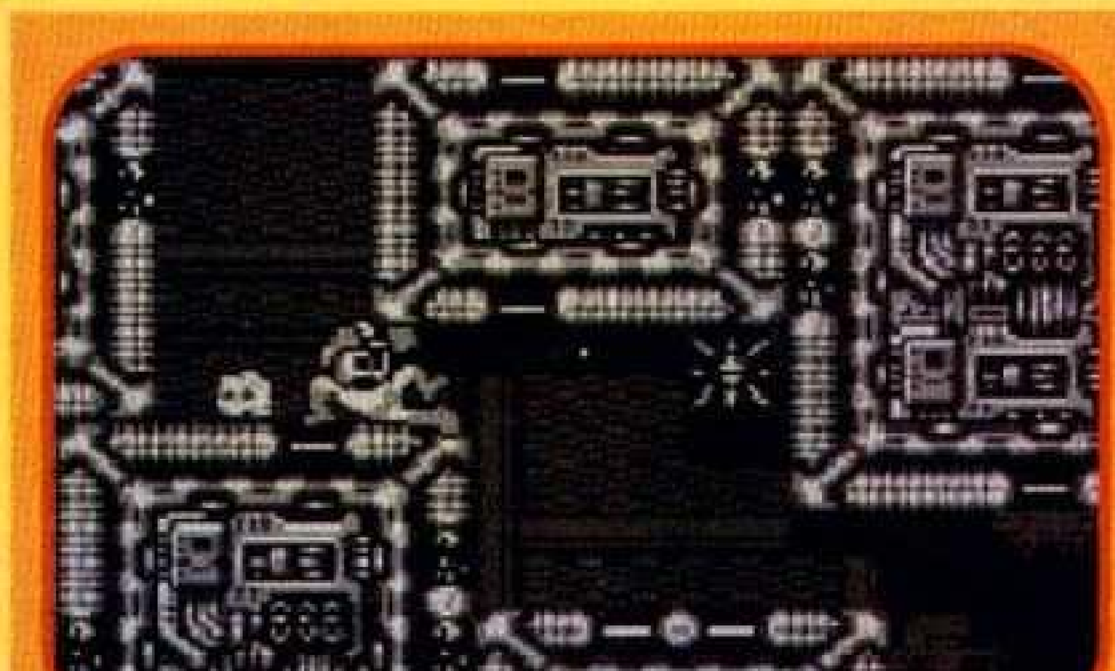
COMMENT

GUS

Number three in a series of God knows how many, and the question is where can Megaman go from here? It's no wonder that he was a big hero in his time, because this game looks really neat and plays like a rocket, but unfortunately contains no new ideas at all. Nowadays, when platform games either take weird scenarios like Alfred Chicken, or cover a vast area like Mario Land 2, Megaman is beginning to look pretty bog-standard-flick-screen. Despite this, it should probably appeal to two groups — the Megaman die-hards, and the platformaholics. The die-hards should be happy that the same formula of loads of jumping and shooting, and absolutely no mercy still prevails. The 'holics will be comforted by the non-stop action, where rarely a screen passes without a potentially fatal occurrence. If you imagined the difficulty curve, it would resemble Beachy Head! I personally am not taken with no continues and endless restarts, but I suppose that represents challenge and value for money. I still think this game has a certain groove to it, but on balance it's one mega to many.

▲ Oooh, I hate you, you nasty bomb!

▲ Mind the...zz. Zzzz. Zzzzzzzzzz.



▲ Come to Megaland! Water slides and fun rides!

▲ And bouncy castles.

How To Control Move Megaman around the (yawn) platform environment, pressing the buttons to make him leap around and shoot at things, just as you might expect. Megaman cannot duck.

A **A BUTTON:** Shoot

B **B BUTTON:** Jump

S **SELECT BUTTON:** Nothing

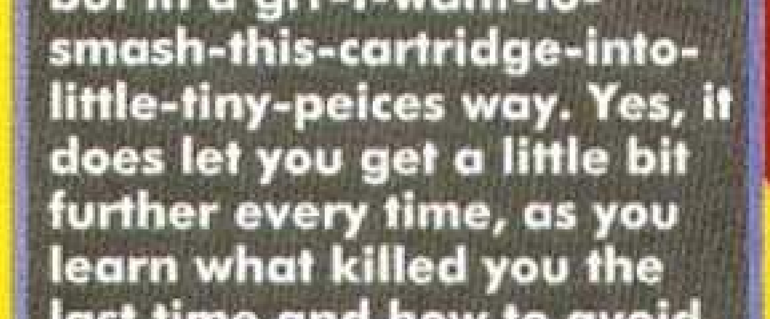
S **START BUTTON:** Check items

How To Play Use the joypad to guide Megaman across the four-way scrolling platform territory which comprises Dr Wily's lair. Defeat all of Wily's evil cyborg henchmen and you earn yourself a crack at the man himself. However, keep an eye on your fragile energy bar and three lives or deathly doom may ensue.

COMMENT

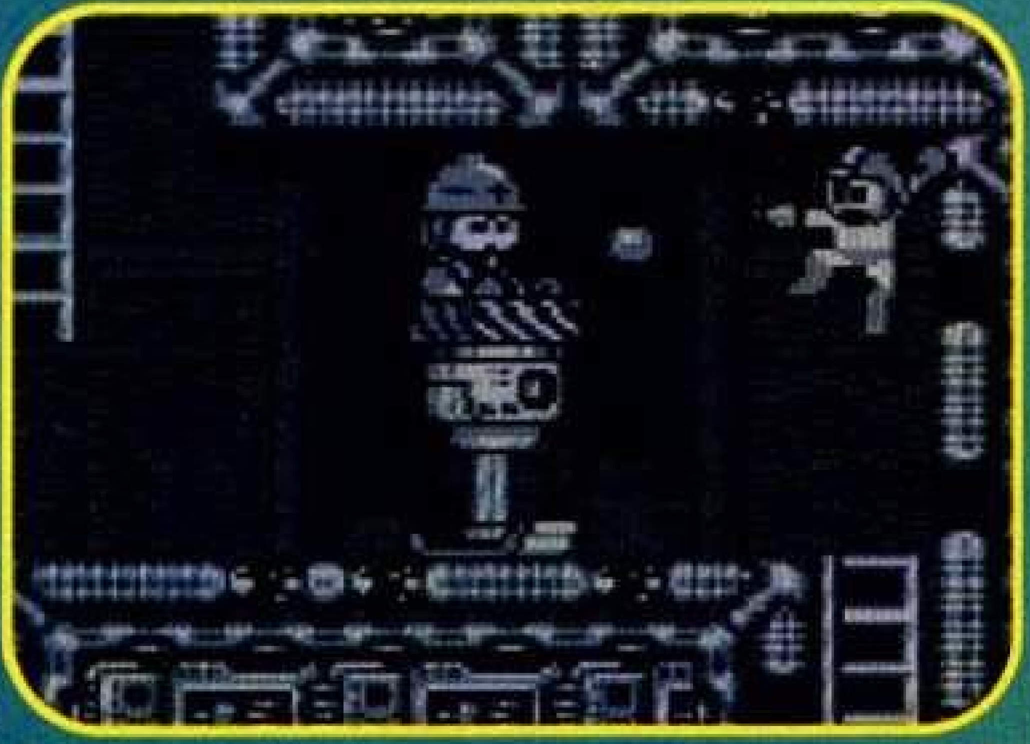
RAD

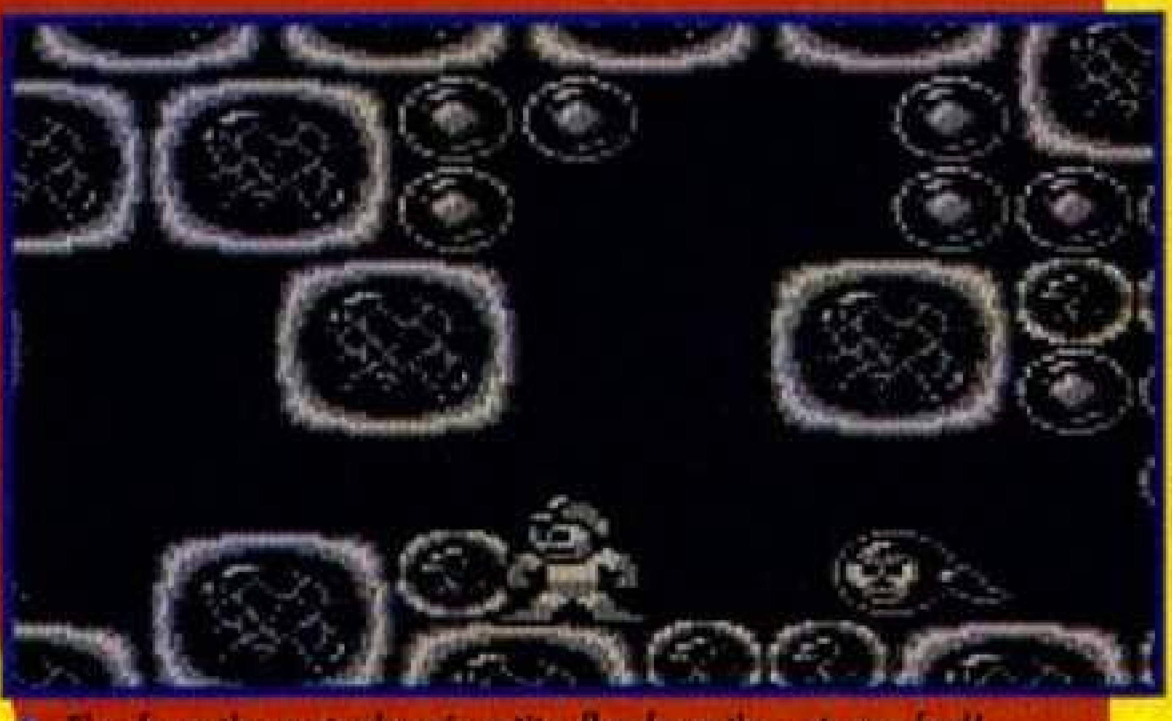
The Megaman series has been going for quite a while now, with four NES and now three Game Boy titles to his credit. The trouble is, that although the first couple of games were really great, none of the ones afterwards have really improved on it that much. The only real difference to speak of is that they all get progressively harder. The thing is though, that the creators of the Megaman series think of making things hard as "let's just chuck in a load of impossibly unpredictable and unavoidable enemies and traps around the flick between screens." This philosophy means playing Megaman mostly amounts to simply learning where all the traps are hidden by a simple matter of trial and repeated death. Megaman III is certainly challenging, but in a grr-I-want-to-smash-this-cartridge-into-little-tiny-peices way. Yes, it does let you get a little bit further every time, as you learn what killed you the last time and how to avoid it. However, when it comes down to it, ignoring the superb graphics and sound and the big name, Megaman III is a real chore to play - especially when balanced against some of the really excellent platform games to reach the Game Boy in recent months.Once you've learnt the patterns for the four short levels there's nothing to pull you back, and that's if you can be bothered to complete it. Perhaps it would be best if Megaman were put out to pasture about now.



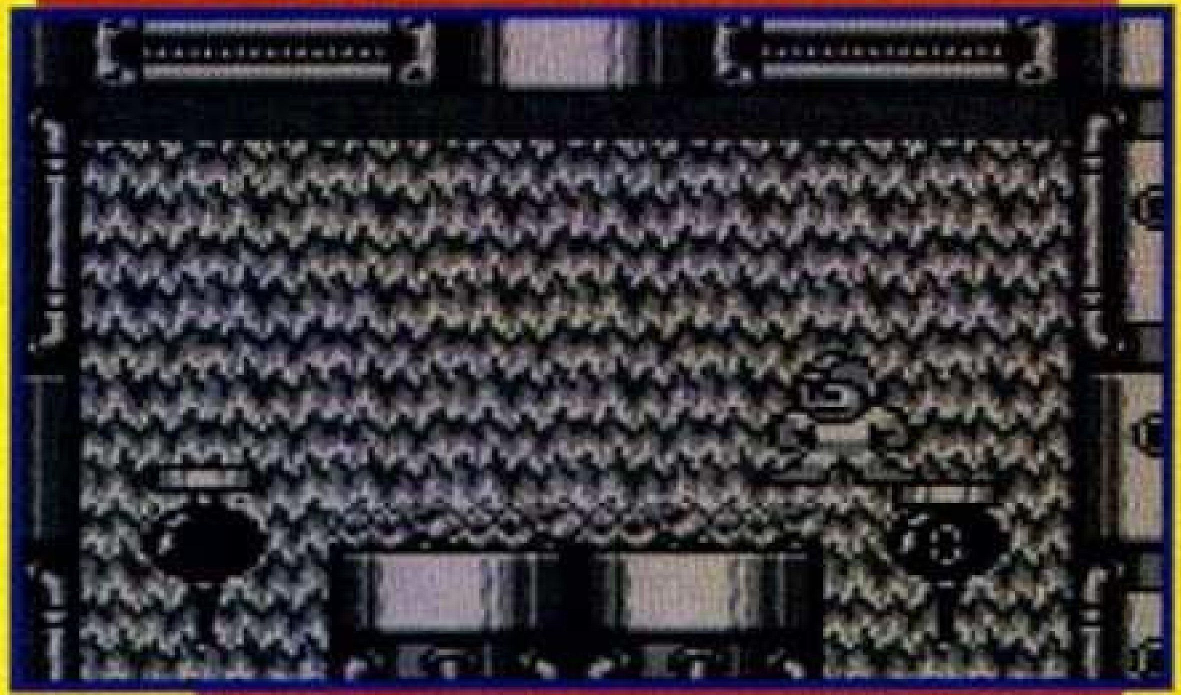
SHOOTING OFF FROM THE WRIST

Megaman's "powers" are actually pretty feeble. Apart from his physical agility and tolerance to long drops, Megaman has only one thing to set him apart from mortal men - the whopping great gun which is grafted onto his arm. Whilst this might make things like eating with a knife and fork or fitting a plug rather difficult, actions such as blasting people into atoms or incinerating stuff are made all the more simple. However, being a cybernetic gun, Megaman's weapon responds to his very wishes - firing to suit his mood. This mean Mega can ream off rapid-firing, but not all that powerful, bursts from his barrel, or the beam may be powered up by holding down the fire button and releasing it when the fire gauge on the screen is at the desired level. As any student of elementary shoot 'em up tactics should know by now, this means the gun is perfect for both picking off loads of lesser enemies or destroying huge bosses with mega-power fire.

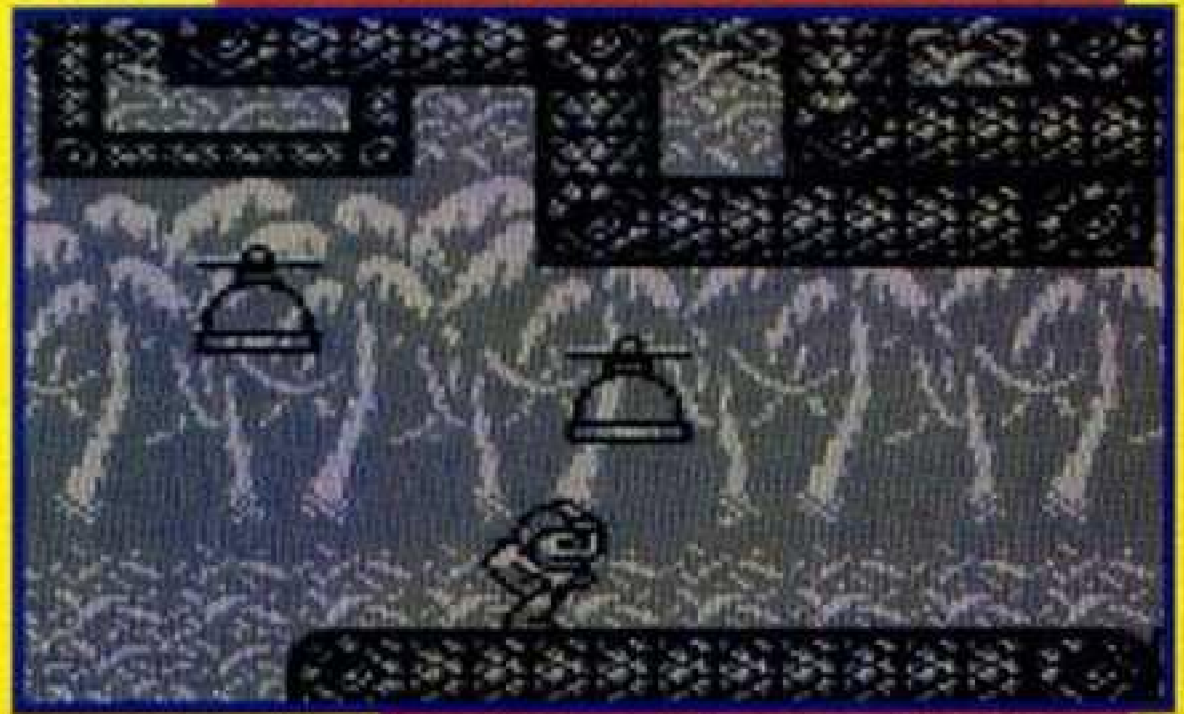


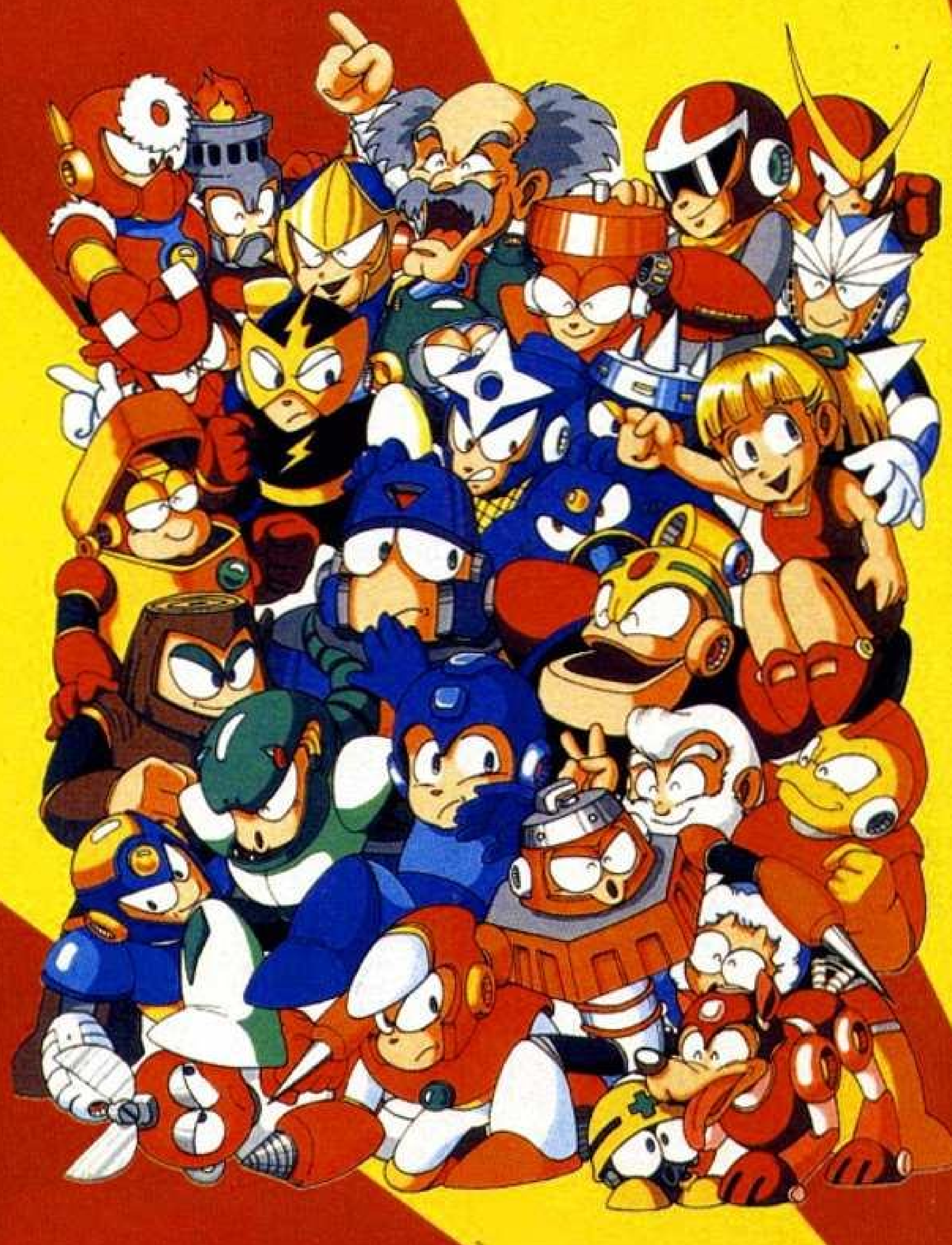


▲ Flee from the protoplasmic entity, flee from the...etc you fool!



▲ Megaman displays his amazing balancing act on the giant Marmite pot.





▲ Megaman enjoys the fine Municipal Robots and

▲ A snake yesterday.

DESTWOY HIM MY WOBOTS!

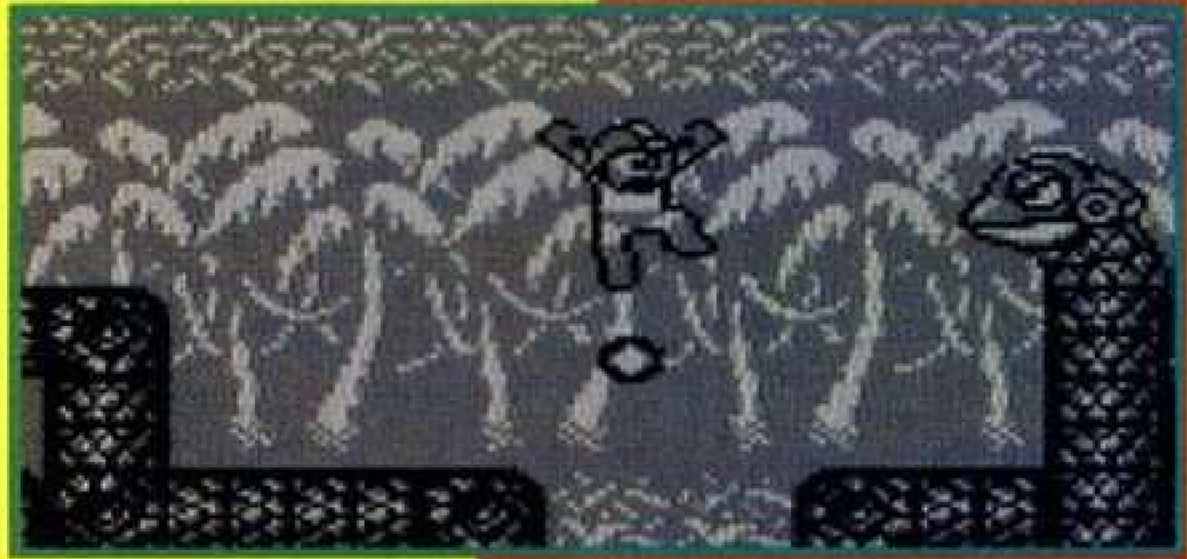
In the best Megaman tradition, Dr Wily has constructed a new family of robot doom warriors to aid him in his quest to destroy Megaman. And in true Megaman game fashion each android has its own stronghold full of traps, hazards and other bringers of death in the style pertaining to the powers of the owner of the fort. Here's a complete list of the rogues:

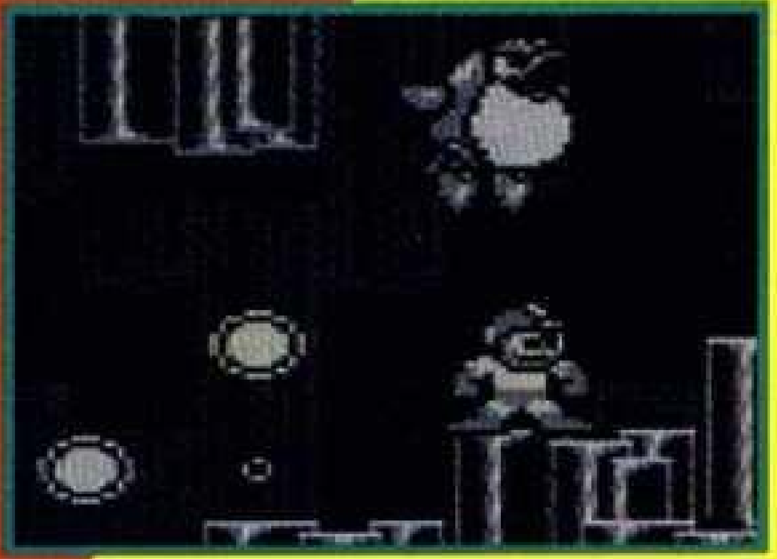
SPARKMAN Spark Man uses his powers of electricity conduction to wreak death upon the hapless Megaman. His fortress is guarded by all sorts of current-related measures, such as electric pulse fences and flying drone robots armed with electrical weapons!

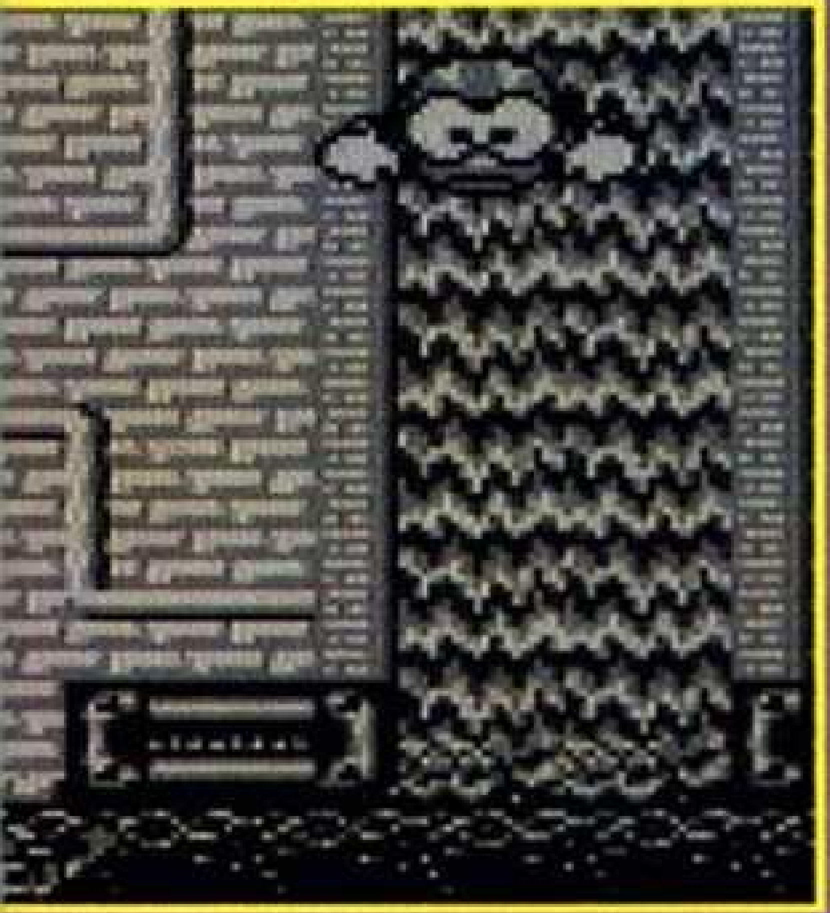
SNAKEMAN A rather unhealthy obsession with reptiles is Snakeman's main offence. His jungle paradise fortress is loaded with giant snake heads with concealed cannons, reptile warriors and even huge, full-screen wobbly snakes that spit fire at our hero!

GEMINIMAN Geminiman just loves reading the horoscopes to see how his day turns out, so needless to say he's stuffed his level with killer flies and penguins armed with big bombs! Oh the perils of too much Russell Grant!

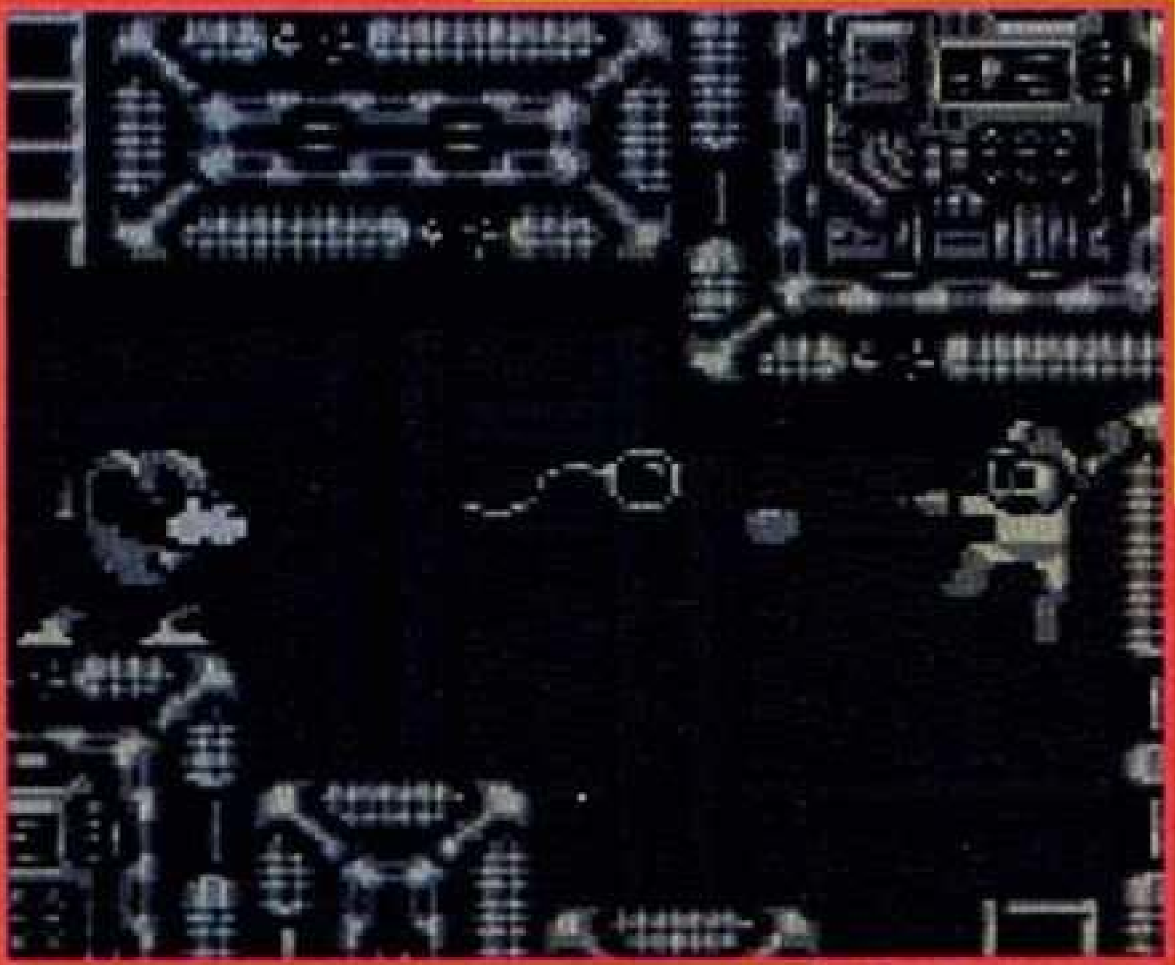
SHADOWMAN Master of magic, spells and illusion, just like that bloke out of Defenders of the Earth, Megaman should certainly crumble in fear and confusion when he comes up against the walking grenade men and other improbable enemies in this territory - not to mention the giant illusion generators that make it impossible for Megaman to tell where he is!



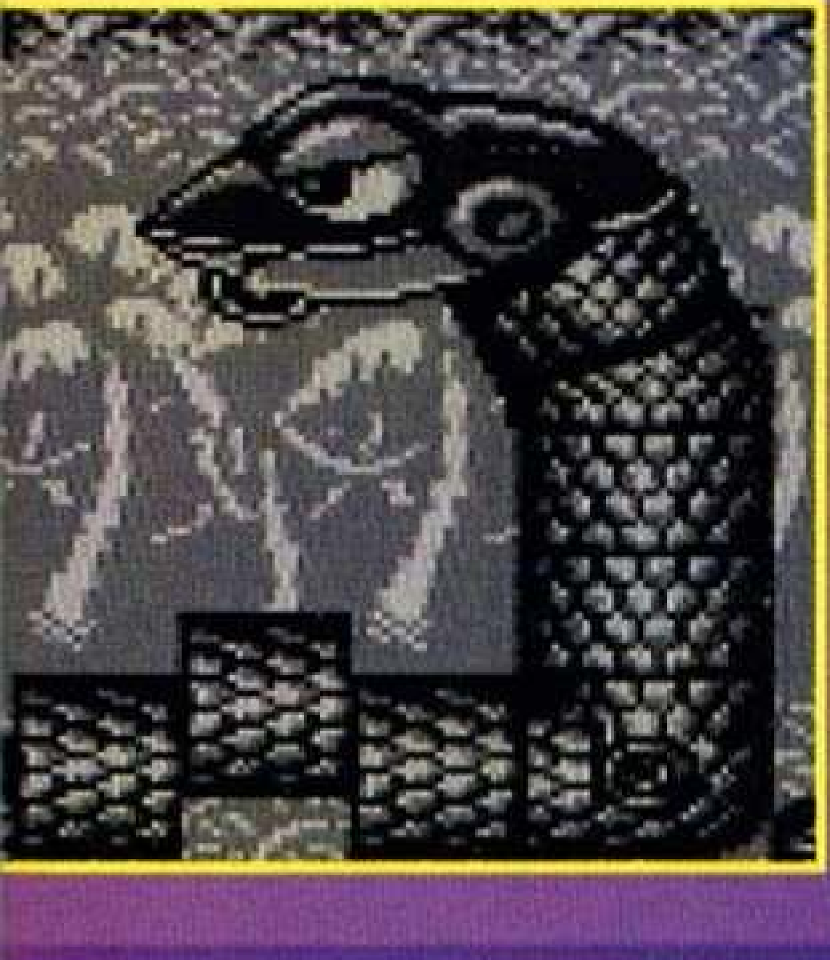


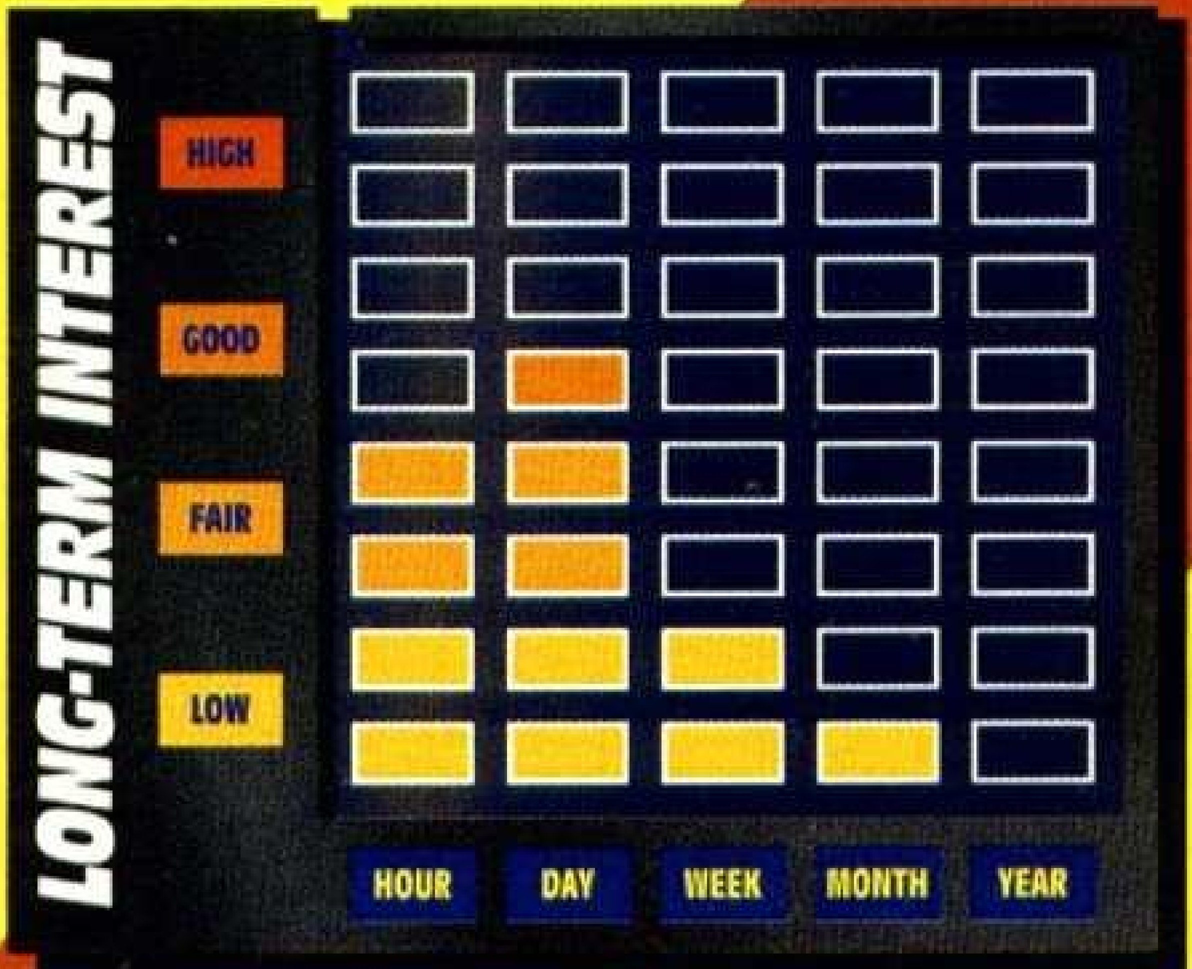


tants swimming facilities.

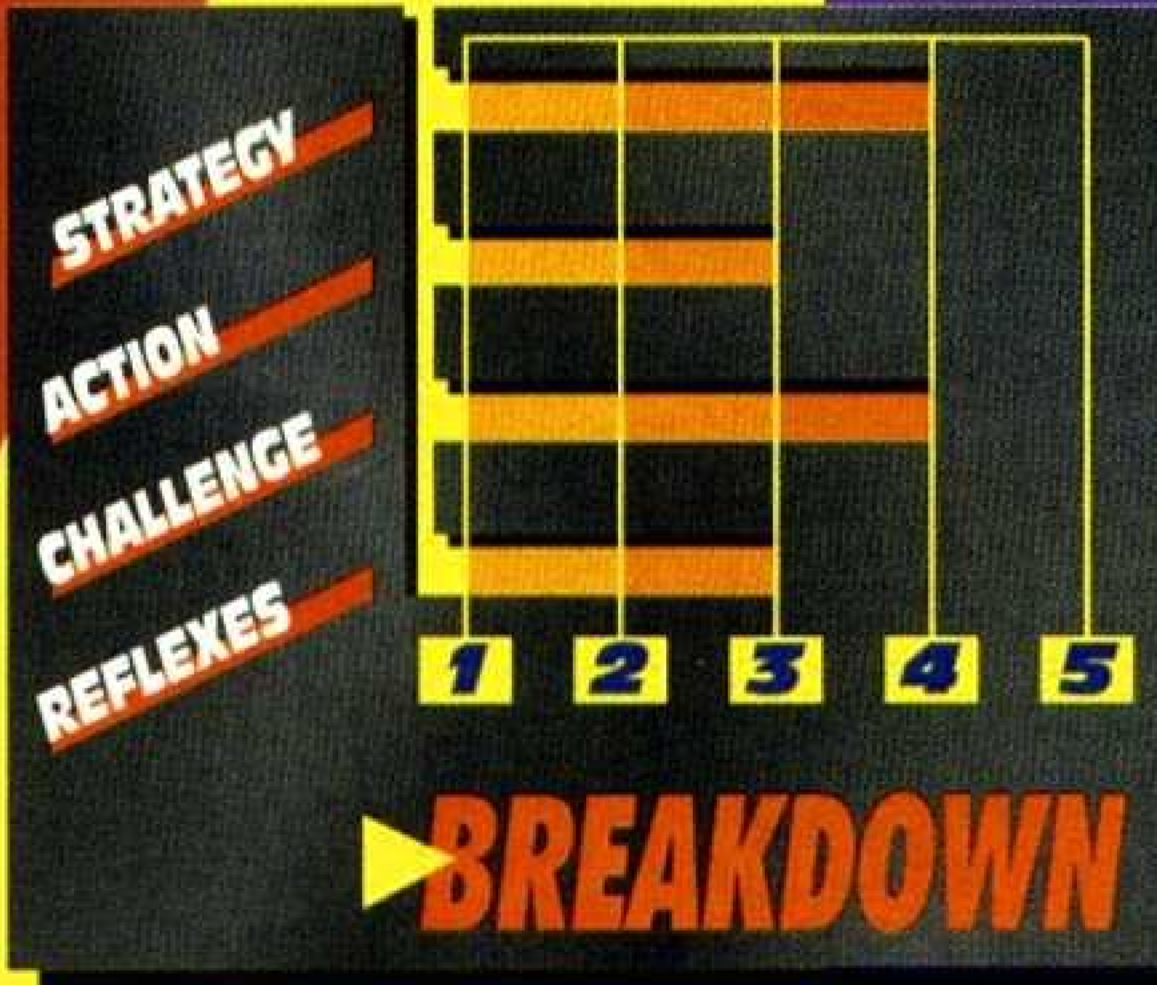


▲ Fly...no. Mind the...no. Erm, can you hear...oh look it's a tadpole, right?





RATINGS



PRESENTATION

▲ Nice intros to each villain, password presentation is good.
▼ No options,very bland title screen, oh yes indeedy.

82

GRAPHICS

▲ Excellent main sprite, fabulous animation, great backgrounds and splendid enemies.
▼ Some of the opposition are a little unimaginative.

93

SOUND

▲ Smart tunes accompany each level.
▼ Effects are pretty basic and become repetitive quickly.

81

PLAYABILITY

▲ Easy to control and plenty of moves. Always quite a lot going on.
▼ Gameplay is more based on knowing the layout of each level than any frantic action.

73

LASTABILITY

▲ Initially, really, really, really hard.
▼ However, once you know your way around each level there's very little challenge, and no compulsion to play again.

74

OVERALL

A prime example of flogging a dead horse. Not really bad, but made unplayable by the sheer frustration level.

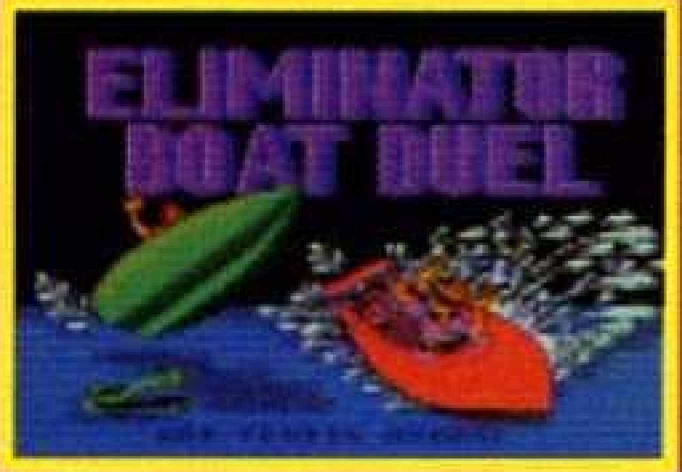
72

NINTENDO

2 PLAYER

2

DRV GAME



PRICE: £TBA
BY: STORM

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
ONE
SKILL LEVELS
ONE
RESPONSIVENESS
REALLY DEAD SMART ACE
1ST DAY SCORE
COMPLETE GAME
ORIGIN
Game based on the exploits of a tribe of South American primitive speedboat racers and the blockbuster film made about them. Well, not really - it's a totally original title.

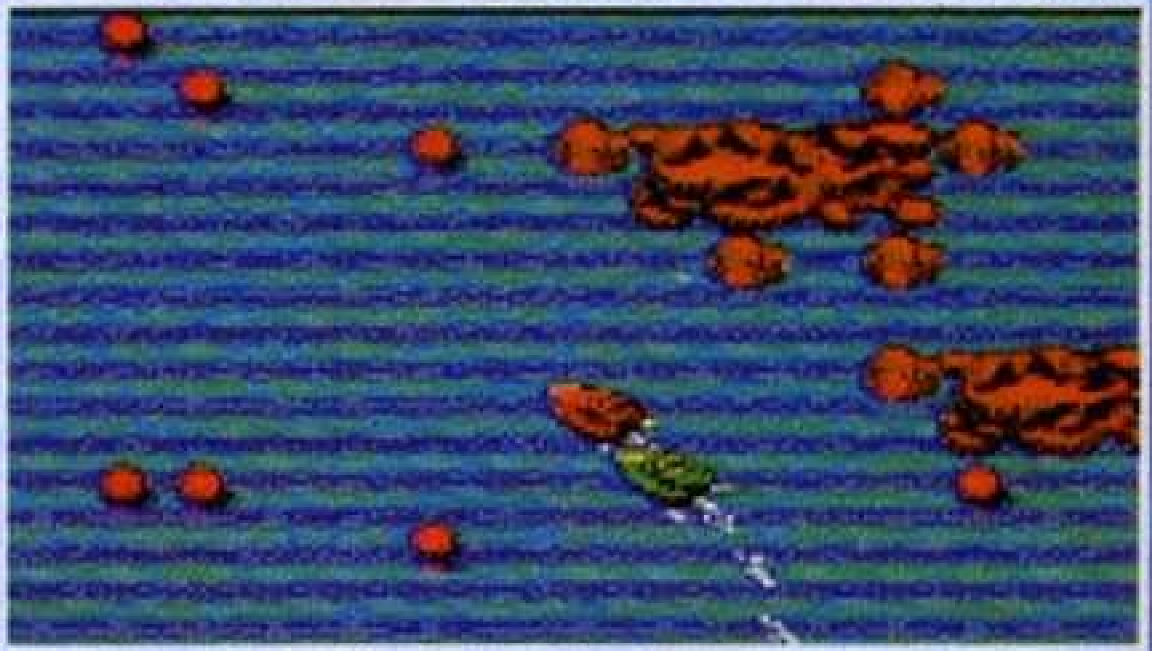
ELIMINAT
BOA

When the weather is fine, then you know it's the time, to go messing about on the river - as the song goes. There are all kinds of boat which will keep you afloat if you're messing about on the water. There are long boats and sail...yes, well anyway, the point is that the weather is indeed fine in NESland, and so a young man's fancy turns to aquatic pursuits. Pursuits being the operative word, because in the rock hard world of Nintendo there's no Swallows and Amazons-type raft pranks and japery - it's pedal-down speedboat race action all the way.

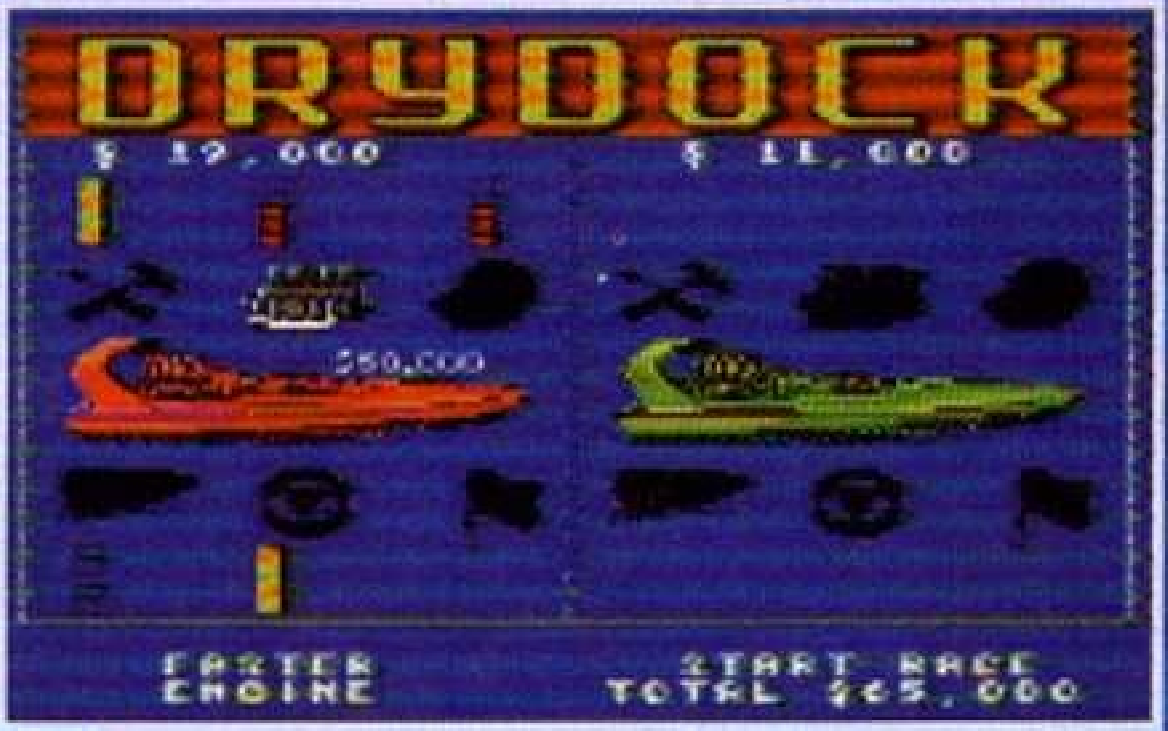
The story concerns a group of "wacky" Californ-i-aynian speedboat racers, each of whom rules their own stretch of water. Your challenge is to travel to each of these kooky cats' home turf and beat each one over three races. Once you defeat each water-bound boy-racer their turf, and all the lovely prize money offered by the Inane Watersports Fanclub, is yours. The races are played out, for the most part, in fine and traditional top-down-vertically-scrolling-o-vision, just like real boat racing.

REAR VIEW RACING

Just as the start of the game is made different, the excitement of the ending is also heightened by changing the viewpoint of the action once again. As your boat nears the end of the line, the action switches to an OutRun-style behind-the-boat view. Each boat now has to manoeuvre its way through a twin line of flags marking out the course, dodging the obstacles and trying to grab the lead spot. As the game progresses the flags get closer and closer, the tough sections get longer and longer and start appearing two or even three times per course!



▲ Excitement raged as the red boat was goosed by the green...



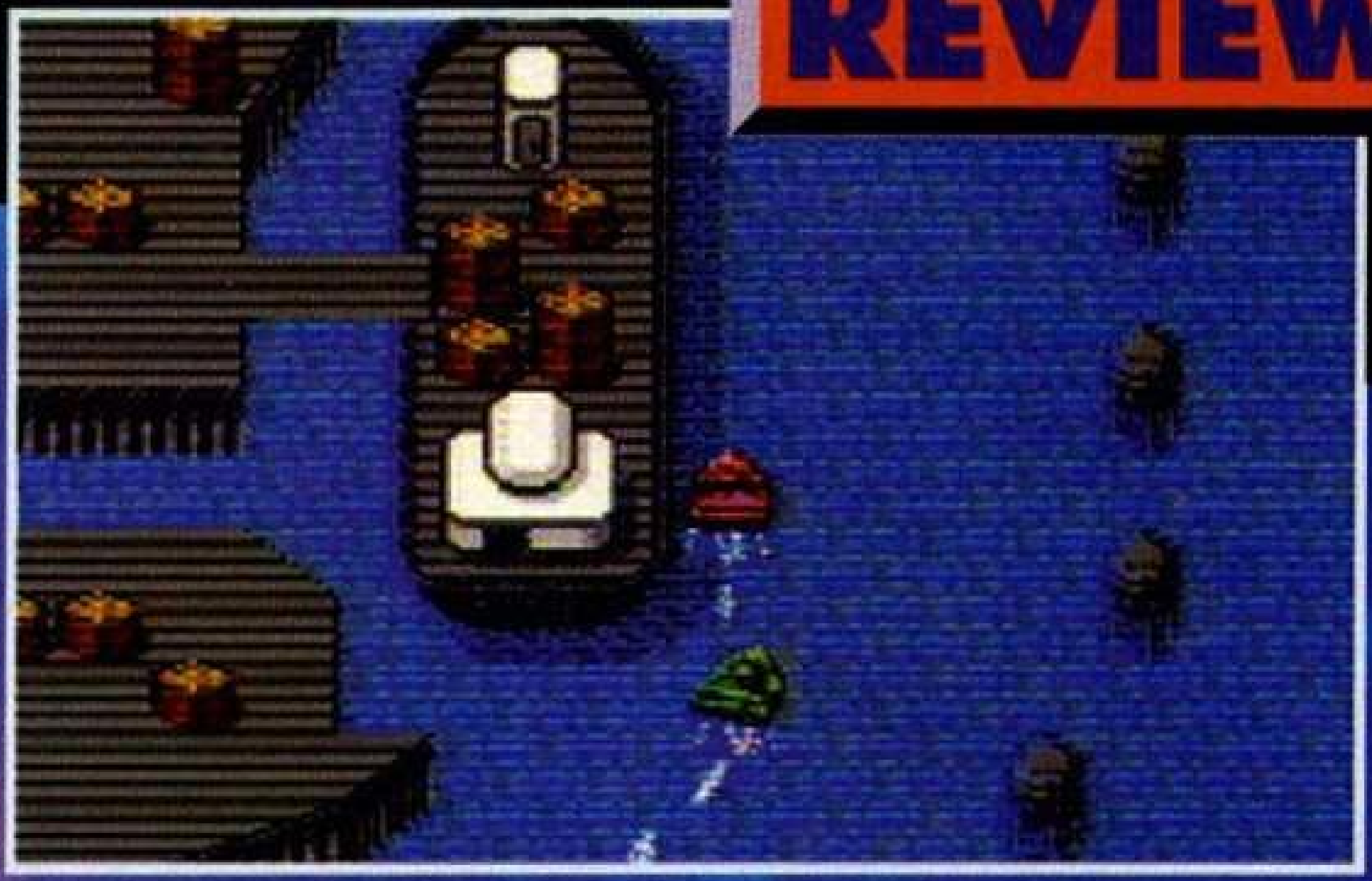
▲ Any old iron, any old iron, any-any-any old iron...

How To Control Use all your speedboating skills to thrash the other boater and claim all the cash. Should you lose three races, your chances of championship victory are in tatters. .

A	Accelerate
B	Nitro
S	Nothing
S	Pause/unpause the game

How To Play Collecting whatever goodies line the route, the basic aim of the game is to beat the second player or the computer-controlled character across the tortuosu courses.

WE WANT
SLO-MO!!



▲ The red boat and the green boat had a race, all red wants to do is stuff his face...

OR

DUEL

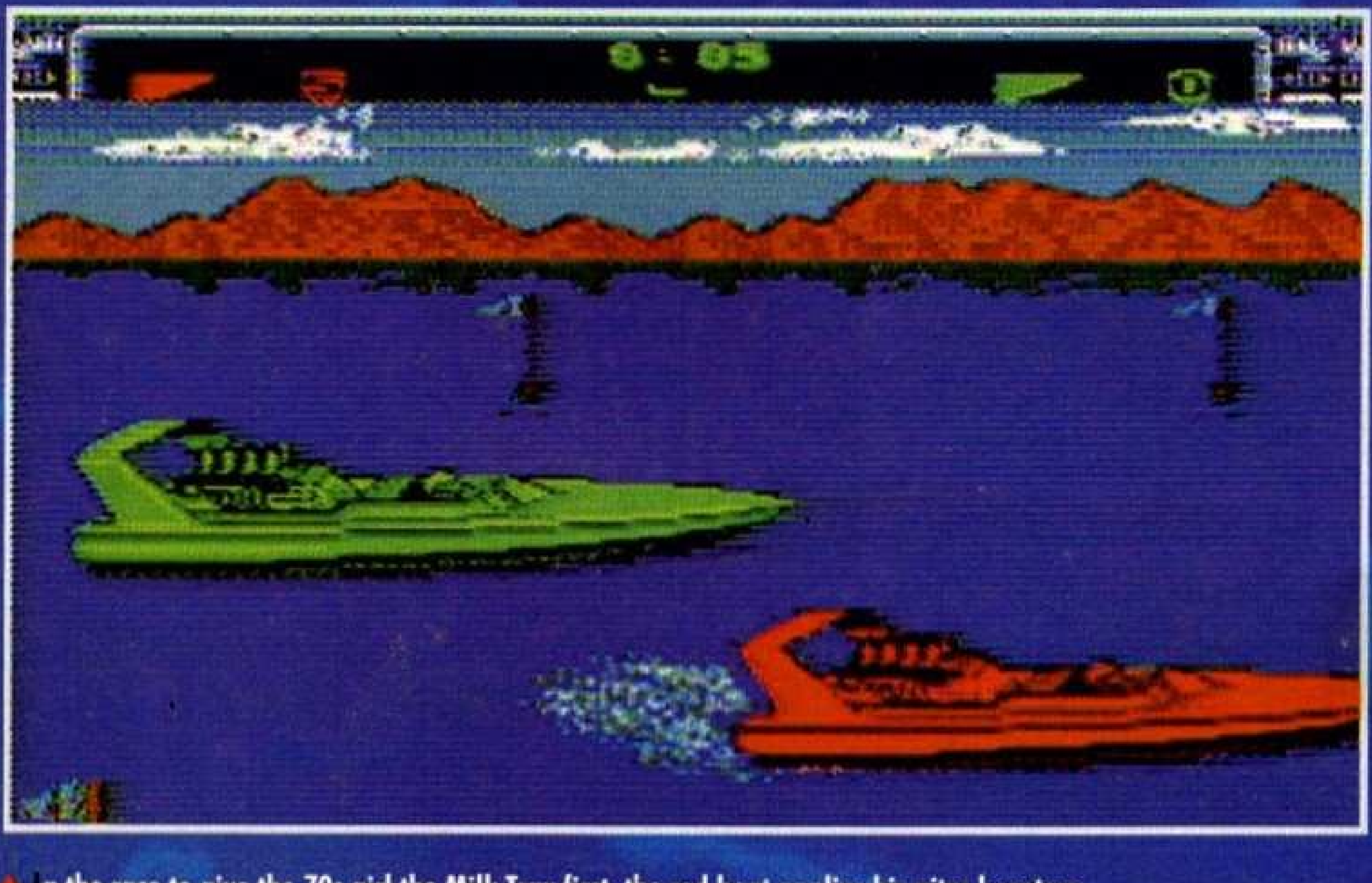
SPEEDBOATS 'R' US

Everyone knows what happens of you add nitrous oxide to the fuel supply of a standard speedboat - absolutely nothing, except maybe a loud bang and a bit of an explosion. However, the boats in Eliminator are special boats with nitro-compatible jet engines. This means that with the flick of a switch your driver releases an injection of nitro into the fuel line, thus rapidly increasing the acceleration and top speed of your vessel. However, this potentially race-winning gear is only available in limited supplies found in canisters containing two uses floating down the river towards you. Sadly though, due to the explosive nature of this stuff, only nine shots may be safely stored in your boat at any one time.

▲ Two boats going (very) fast.

LAUGHING GAS LARKS

Between races your racer legs it into the nearest shop to spend his prize money. The shop is a passport to further riches, selling a number of upgrades to aid in your quest for greater glory. Here, any damage may be repaired for a nominal fee - a good idea since damage impairs the speed and control of the boat. Your boat may be modified in a number of ways. The cheapest is to improve your steering, then upgrade your acceleration. Boosting your top speed is one of the more expensive luxuries, whilst strengthening the hull of your craft costs a fortune! Five levels of upgrade are possible, and the price is stable for each level.



▲ In the race to give the 70s girl the Milk Tray first, the red boat applies his nitro boosters.

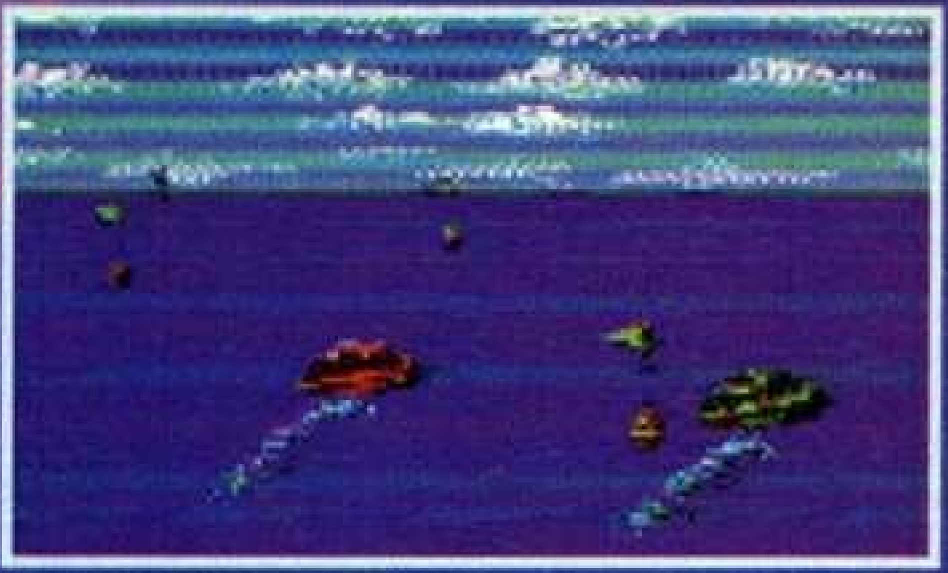
COMMENT

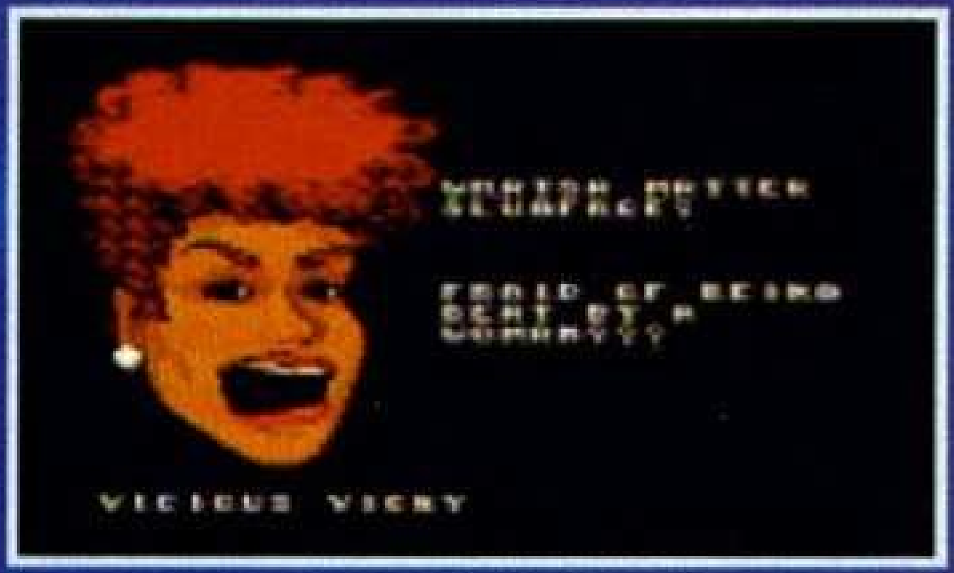
GUS

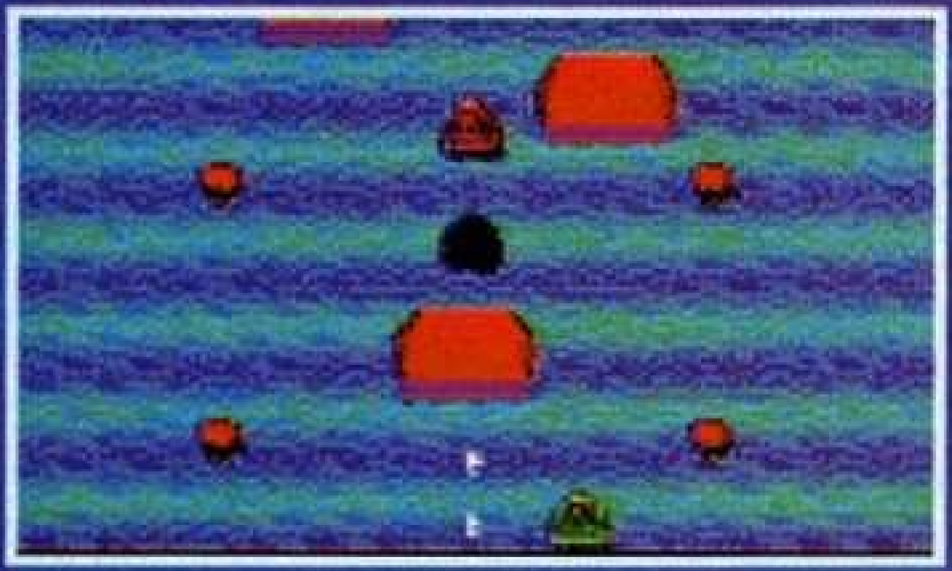
Eliminator is yet another member of the overhead racer club, and a fine one at that. It tries to improve on the likes of RC Pro-Am by including a 3D section which cuts in for periods every so often. I actually found this section, and the side-on start view, pretty superfluous. The main fun to be had is the fast upwards scrolling courses and boat customisation sections. For the most part the graphics are adequate, if a little ragged, especially the 3D, but the courses change enough to make the game varied in later sections. It's also challenging without being frustrating, and the close finishes spur you on for just one more attempt. Eliminator would be a wise choice for anyone into this game type, despite its elements that don't quite fit.

DON'T SHOOT PREMATURELY

Getting a good lead on the first straight of each course is important, so it's no wonder special attention has been paid to this thrill-packed acceleration bean-feast. Instead of the usual overhead viewpoint, the start of each race sees both boats, in huge sprite form, from the side. The starter stands on a platform and as soon as she raises the flag your boat is clear to zoom off at top whack. Any false starts result in a $2000 fine. The view stays the same either until one boat claims the advantage through a quicker-off-the-mark start or faster acceleration, or until the equally-matched racers hit the first bend in the course, whereupon things switch to overhead.Getting a lead right at the start isn't really that essential - although it certainly helps unless the course is entirely straight. If so, your reflexes and the acceleration of your boat could mean victory or defeat..





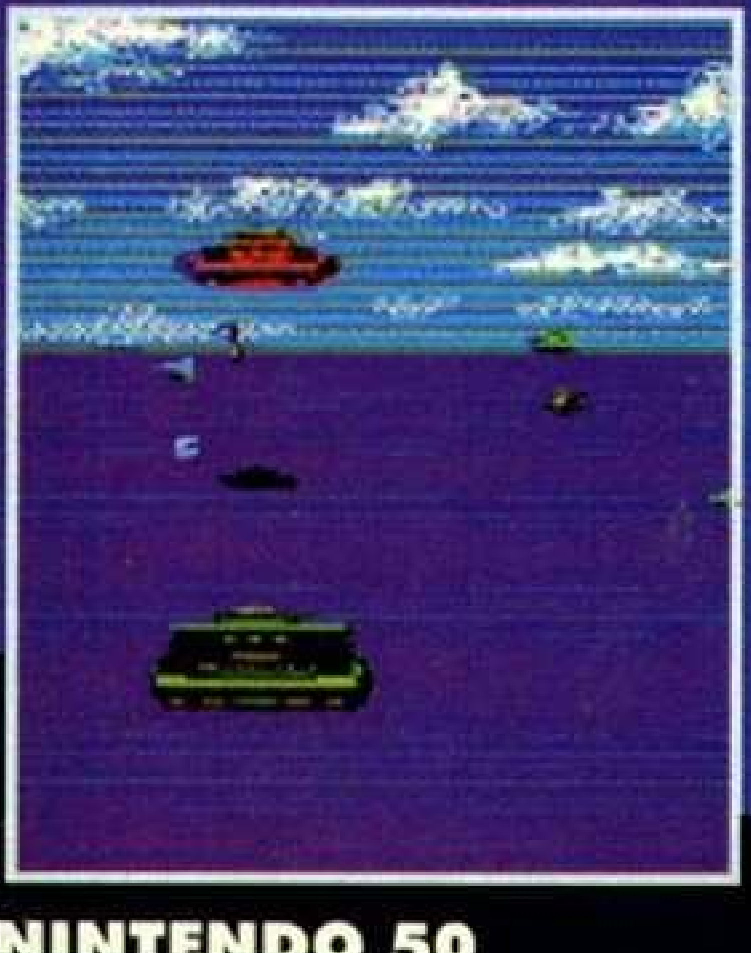


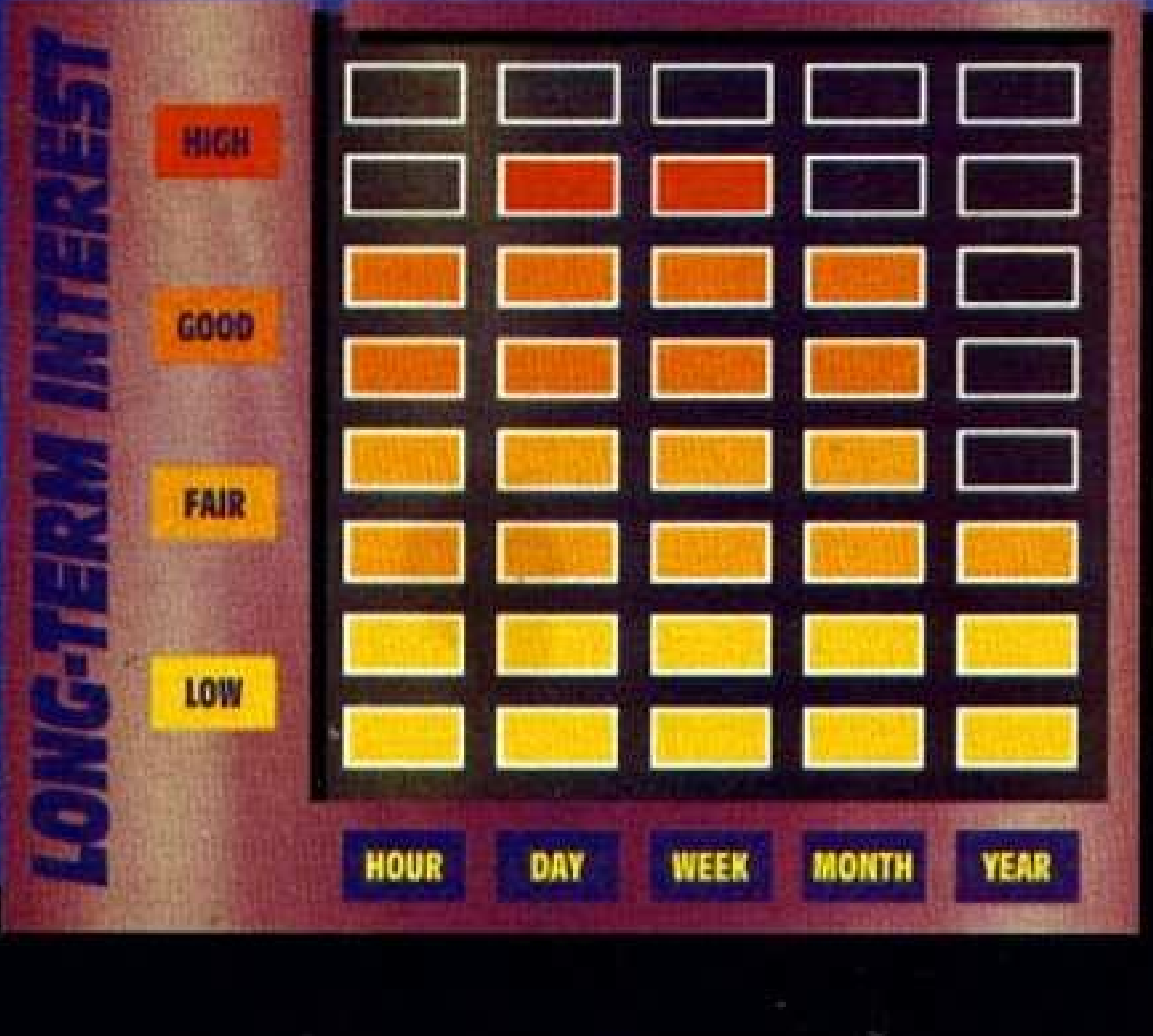
COMMENT

RAD

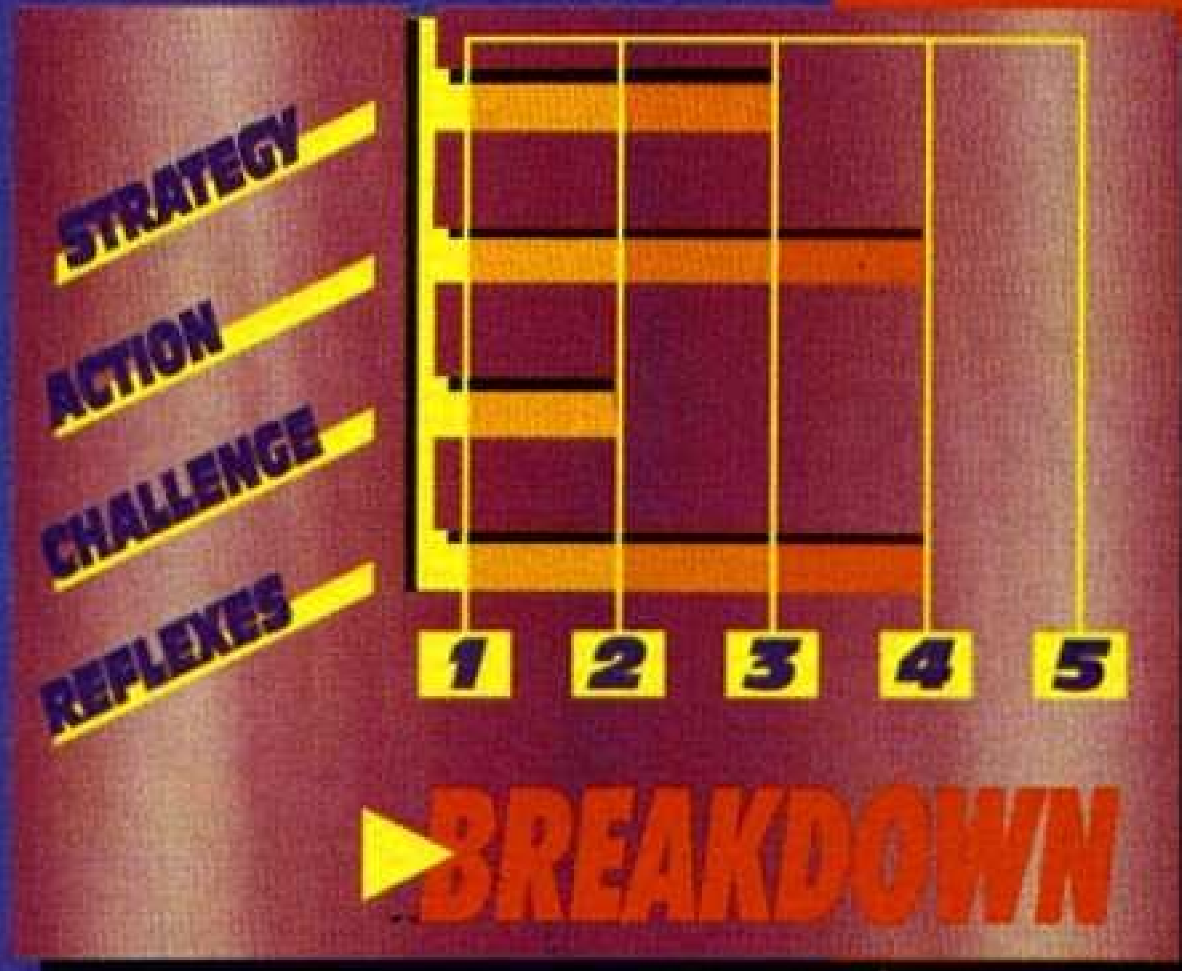
It's happened with platform games and now it's happening with bouncy Super Sprint-style arcade racers. There's RC Pro-Am, Pro-Am 2, Cobra Triangle and now Eliminator Boat Duel. However, the saving grace is that all of these games are of a high quality, and Eliminator Boat Duel adds more original ideas to the genre than most. The switching of viewpoints means there's more techniques to master, from learning the optimum start times for each starter to learning how to nitro through an opponent to wreck their boat. The courses are well designed so there's plenty of action, plus loads of shortcuts to learn, bonuses to grab and hazards to avoid. Each of the computer-controlled opponents has their own personality and racing style, and the between-race intermissions featuring them are actually quite funny. As a one-player game, Eliminator Boat Duel is certainly a lot of fun, although it is a tiny bit easy once you get used to running your boat. However, as a two-player title Eliminator is outstanding. Although not the greatest game of its type on the NES Eliminator is close and is most certainly an extremely worthwhile purchase.

▼Leap like the wind, young boat duellers.





RATINGS



PRESENTATION

▲ Really great intermissions, shop sequence, replays of tight finishes etc, smart title screen.
▼ No options. Boo.

91

GRAPHICS

▲ Large-sprite start, intermissions and main game graphics are colourful and detailed. The backgrounds are similarly varied.
▼ Rear-view race is a little bit flickery.

82

SOUND

▲ Well thought out tunes and effects accompany the action.
▼ However, the tunes could be a bit less bland.

78

PLAYABILITY

▲ Very fast indeed, plus absolutely reams of variety. And hey! - it's great fun to play, too.
▼ Does take a while to get in to.

92

LASTABILITY

▲ Loooads of levels and the two-player option should keep you going forever.
▼ The single-player mode is a bit easy,.

89

OVERALL

A splendid piece of software. Original, varied and very playable indeed. It's the most, daddio.

91

KONAMI GAME BOY KONAMI GAME BOY KONAMI GAME BOY

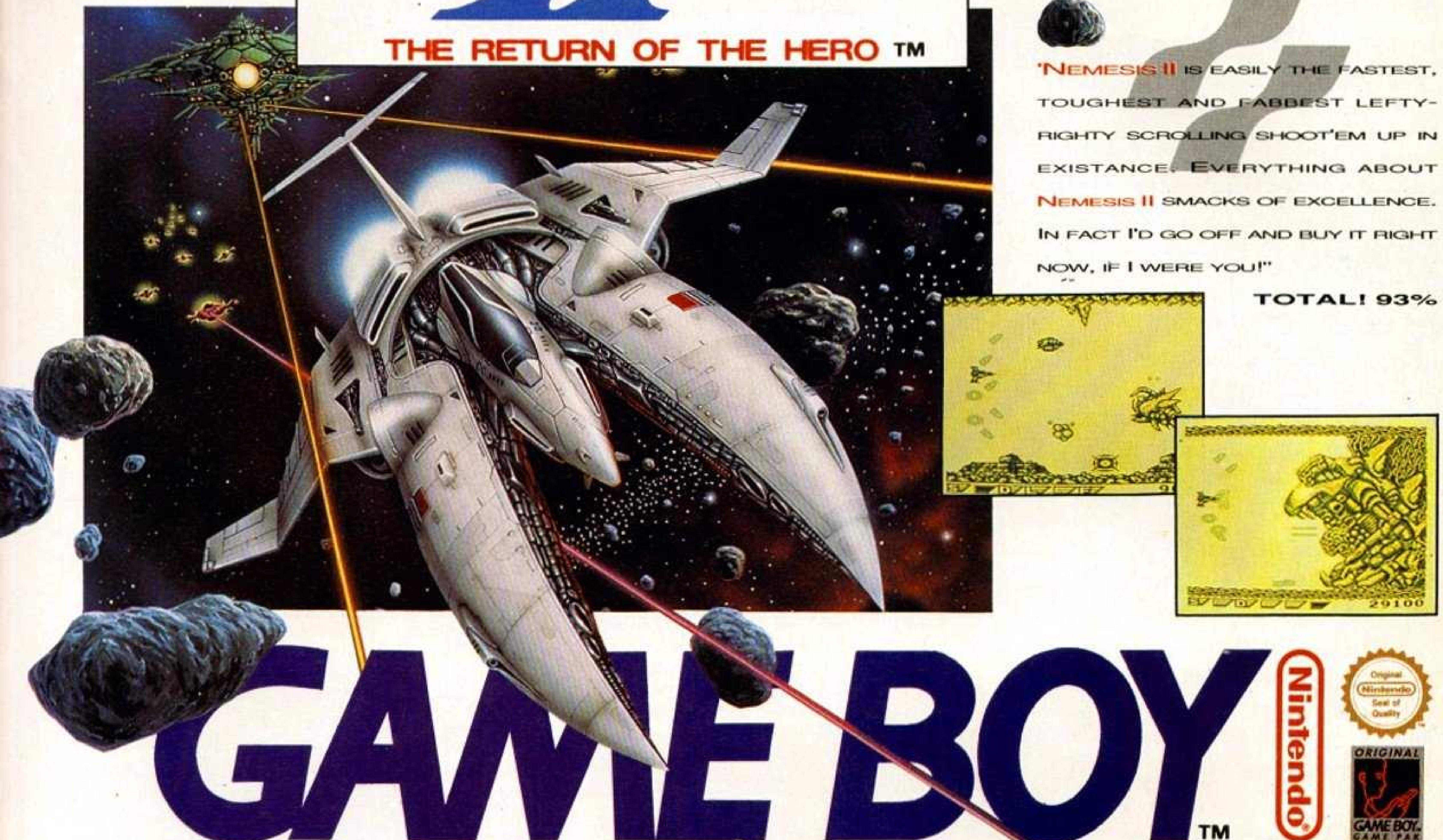
NEMESIS II

THE RETURN OF THE HERO ™

TWO MEGS OF MEMORY IN FIVE UNBELIEVABLE LEVELS OF DEEP SPACE DEVASTATION IN THIS SUPERB SHOOT'EM UP SEQUEL TO THE ALL TIME CLASSIC - NEMESIS!

'NEMESIS II IS EASILY THE FASTEST, TOUGHEST AND FABBEST LEFTY-RIGHTY SCROLLING SHOOT'EM UP IN EXISTANCE. EVERYTHING ABOUT NEMESIS II SMACKS OF EXCELLENCE. IN FACT I'D GO OFF AND BUY IT RIGHT NOW, IF I WERE YOU!"

TOTAL! 93%



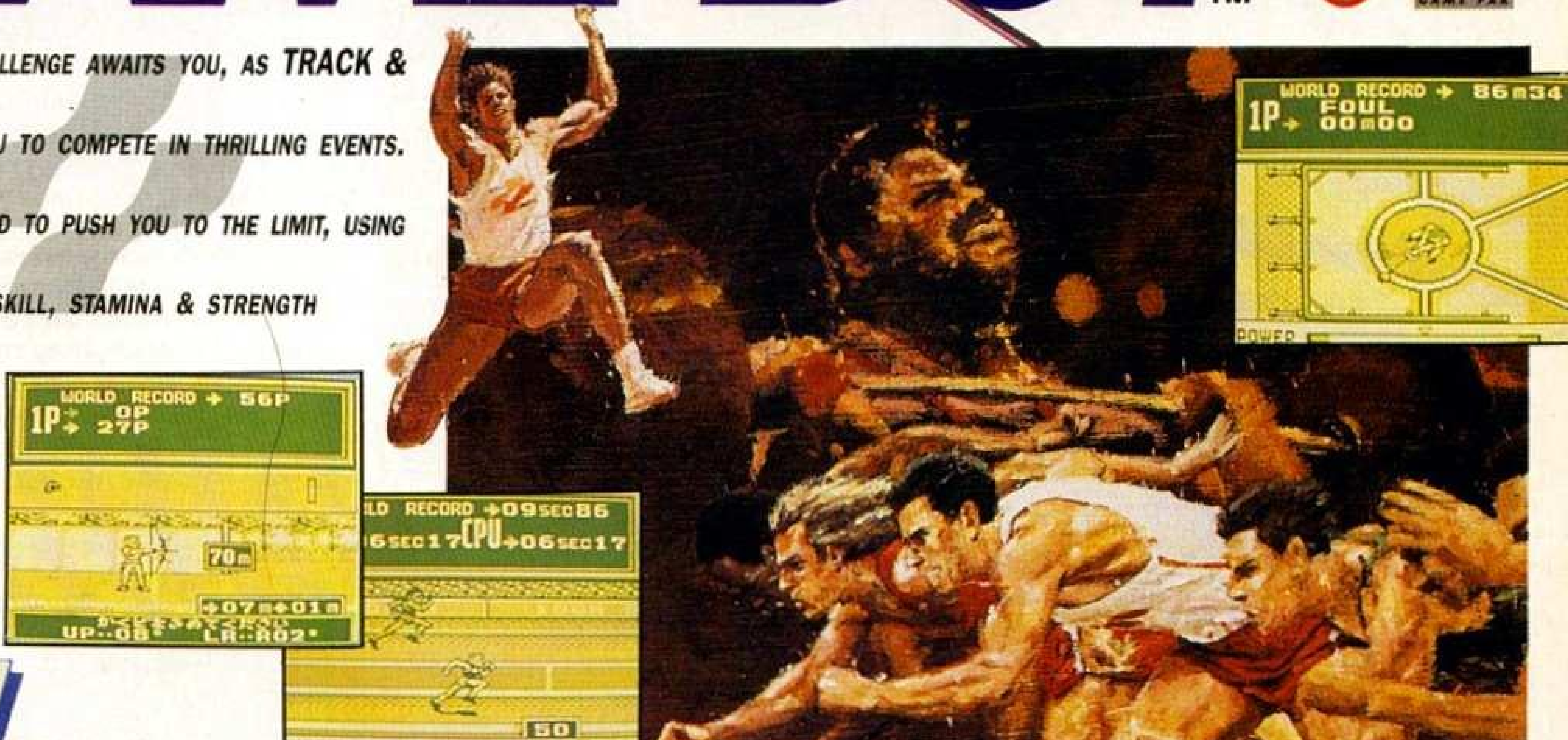
GAME BOY ™

Nintendo

Original Nintendo Seal of Quality

ORIGINAL GAME BOY GAME PAK

THE ULTIMATE CHALLENGE AWAITS YOU, AS TRACK & FIELD INVITES YOU TO COMPETE IN THRILLING EVENTS. EACH ONE DESIGNED TO PUSH YOU TO THE LIMIT, USING EVERY SHRED OF SKILL, STAMINA & STRENGTH YOU POSSESS.


WORLD RECORD → 86m34
1P→ FOUL
00m00
POWER
WORLD RECORD → 56P
1P→ 0P
27P
70m
+07m+01m
UP··08° LR··R02°
LD RECORD →09SEC86
6SEC17 CPU→06SEC17
50
SPEED

TRACK & FIELD ™

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Q+A

READER SYSTEM

If you want to know whether gold lamé hot pants are 'de riguer', write to Elle. If you want to know if corned beef and banana works as a sarnie filling, write to Hotel and Caterer. Both aren't much use for answering those torturous Nintendo teasers, which can only be relieved with a quick line to Jaz, spurting fount of console wisdom.

Drop him a line at :

MR ROTHSCHILD'S FRUIT IS A BIT BRUISED AND TENDER, NMS Q&A, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU and with luck all your little troubles will be solved.

TICPOLONGA

Dear Jaz

Please could you answer these questions.

1. When will Alien 3 be out on the NES?
2. Could you tell me when Streetfighter II will be out on NES?
3. My friends say that Tetris is a load of crap. Is it?

Christopher Goward, Richill

JAZ: 1. Next month. 2. No release date has been planned, but I should imagine that it'll be released as soon as it's finished. 3. Not in the slightest.

SCUTCHEON

Dear Jaz

Could you please, please, please answer my questions as I have been writing for months on end:

1. Will Nintendo bring out a 16-bit hand held?
2. If so, how much will it cost and when will it be available?
3. When will Mickey Mouse be released officially on the Super NES?
4. On Mario Kart on Time Trial I sometimes get a ghost of another player. Have I got a virus in my cartridge?
5. I have heard of a cheat to play the last four bosses in SF II. It is hold down all coloured buttons on both joypads, then press up and down simultaneously when the Capcom logo appears. Does it work?

Adam Boita, Beddington, Croydon

JAZ: 1/2. Maybe - but not in the foreseeable future. 3. Next month. 4. No you buffoon. That ghost kart is a replay of your current best time - so you know that if you're in front of it, you're on for a new record. 5. Nah.

SCOLOPENDRIUM

Dear Jaz

Please could you answer the following questions

1. When will King Arthur's World be released on the Super Nintendo?
2. Is Megaman coming out for the Super NES?
3. Are Nintendo planning to bring out a beat 'em up like Streets of Rage 2 on the Super Nintendo?

Simon Marriot, Edinburgh

JAZ: 1. May. 2. Apparently there's a SNES Megaman game being programmed as we speak. 3. Final Fight 2 is the game for you - it's even better than Streets of Rage 2.

ZYMURGY

Dear Jaz

Please print my letter because I have only one question to ask. My friend Kelly and me had an argument 'cos she reckons that NES games aren't gonna be sold anymore and instead you have to buy an adaptor thing to put in your NES to play Super NES games on the NES. I don't believe this, but to settle the argument could you tell me if this is true?

Lucy Hook-Child, Colchester

JAZ:No.

11127
38.1%
1P
SCORE
AREA
QUALIFY
57.0%

▲ Let's play guess the game! And here's your host...Boooooob Holness!

OBLANCEOLATE

Dear Jaz

I think NMS is totally brilliant and cool for a magazine. I used to buy Total until your first issue of NMS appeared, and now I buy it all the time. Could you please help me with my questions:

1. Are there many golf games on the Super NES. If so, are they any good?
2. When will you review more golf games?
3. Are there any cheats for Bart vs the Juggernauts for the Game Boy, without using a Game Genie?
4. Will you be giving a video away with NMS in the near future?
5. Is it worth getting Sim City for my Super NES because I've heard that it's meant to be rubbish?
6. What do you think of Super Probotector?
7. What is better between Golf and Bionic Commando on the Game Boy?
8. Is there a Chuck Rock 2 coming out?

Gari Lee, Edinburgh, Scotland

JAZ: 1. Not really. Irem Skins is about the best of the lot, and even that's only average. 2. When they're released. 3. Not that I know of. 4. Not at present. 5. It's good, but it's an acquired taste. Definitely try before you buy. 6. It's great. 7. Depends whether you like sports or platform games, dunnit?

HAGGAR =5
TIME
25

HYDATID

Dear Jaz
Please would you answer these questions for me
1. Will a Mario or a Mega Man ever appear on the Super CD-ROM?
2. How much will CDs cost?
3. Is Mr Nuts any good, and when will it be released?
4. When will Mystical Ninja be released, and is it any good?
5. I have the American Contra III, and the other day I went through an old Mean Machines and I saw a tip for Infinite lives, but which 'title screen' do I use it on?
Thanks a lot for answering my questions and keep up the good work.
Tim Adams, Chobham

JAZ: 1. It's very likely. 2. Nobody knows yet - but hopefully cheaper than cartridges. 3. It's looking very tasty and will appear at Christmas. 4. It doesn't look like it'll appear officially in this country. 5. The one with the title logo.

PULCITUDINOUS RUMINOSITY

Dear Jaz
I have just bought a Super Nintendo and I would like to know a little bit about it. So could you please answer these:
1. Do you need a mouse for Sim City, or can you use a normal control pad?
2. A guy in my class called Billy (he's a right git) said that Sim City is crap. Is it true?
3. In issue 5 what happened to the free gift?
Ben McNeill, Midlothian

JAZ: 1. You can use a normal control pad. 2. Read what I said earlier. 3. We didn't have one.

ARMOR
SPEED
SHOTS
ISHOOT
STATUS
TAGS= 8
SCORE= 5.0
LIVES= 3

▲ "Can you caption this please Rad?" said Dave, not realising that he'd forgotten to put the pics in.

DIGITIGRADE

Dear Jazza, Le Olde Mario Kart Champ
Please answer my questions:
1. As the Super NES is Dolby compatible (ie Like King Arthur's World, which can be channelled through four speakers), will Nintendo be selling a four speaker output device, so users can make use of this cinema style sound?
2. Will the Super NES CD ROM have a speaker output built in, or will we have to buy a massive Hi-Fi to use as an amplifier?
3. Will the UK Super NES CD ROM be speeded up (17.5%) so that music CD's, cartoons and games can run at the correct speed?
4. Will Nintendo make a switch so that the normal Super NES will be speeded up from 50 to 60Hz?
Chris Woods, Plymouth, Devon

JAZ: 1. I doubt it - you need a proper pro-logic AV amp to make the surround sound work. 2. The sound will come through the telly, but to really appreciate it, you'll need to use a hi-fi system. 3. I doubt it. 4. No.

QUIDDITY

Dear Jaz
Please could you answer my questions or I shall eat my Super NES.
1. Is Prince of Persia better or worse than Super Star Wars on the Super NES.
2. Is Lemmings better on the Super NES or the Megadrive?
3. Will there be a sequel to Super Mario Kart?
4. Will we ever see Sensible Soccer on the Game Boy?
5. Finally, why is it that whenever I wear my San Francisco 49'ers hat people shout at me?
Andrew McLoughlin, Merseyside

JAZ: 1. Worse. 2. They're almost exactly the same. 3. Nothing's planned yet, but I really hope so - it could be mega! 4. I doubt it, but we'll tell you if there is a version planned. 5. Because you look sad.

RAMEKIN

Oi, Jazza Dude
Please answer my questions or I will send Chris Woods round to juggle your carts. Anyway, here I go:
1. When will Zool appear on the Super NES 'cos I have some cash to spend?
2. Is Gods as good as it is on Amiga?
3. Is there going to be any Track and Field games on the Super NES?
4. Is NMS and Mean Machines Sega related to CVG?
5. My mate says there's going to be a 'Ecco the Dolphin' for the Super NES. Is it true?
James Orabona, Worksop, Notts

JAZ: 1. Not for a while yet, so spend your wonga on something else. 2. It's better. 3. There are none planned for release at present. 4. Yes, CVG is our half cousin, twice removed. 5. Not on your Nellie.

▲ "Danger! Danger! Help me Will Robinson!"

CARTOUCHE

Dear Jaz
Please could you answer my questions.
1. In a magazine called Super Play, they had a special preview of the Super NES CD. This was in their December issue, how come you haven't previewed it yet?
2. On the TV programme Bad Influence, they said Mario Paint was being released on the 23rd of January. I went out on the 23rd to see if this was true. Not one shop was selling it. Where can I buy it?
Tom Chapman, Sutton Coldfield, W Midlands

JAZ: 1. Firstly, they used very old pictures taken from a Japanese magazine which were drawings of what that magazine thought the Super CD *might* look like, and secondly the much of the information contained in the article was speculative. We'll cover the machine when we have the real facts. 2. It's out now - check out your local shops.

QA

READER SYSTEM

VIRELAY

Dear Jaz

All I want to know, is American Gladiators for Super NES any good? And do you have any tips for Turtles in Time?

Paul Hannon, Oxford

JAZ: It's pretty good fun, but not outstanding.

PLASMODIUM

Dear Jaz

I am soon getting a Super NES, but I am pains with the task of choosing a second game. I would be most gratified if you could guide me along this bumpy track. Thank you.

1. Forget graphics, sound, presentation and lastability. Which, in your opinion is better in pure playability terms: Krusty's Fun House, or Lemmings?
2. Now forget graphics, sound presentation and playability. Which of the two games is better in the lastability department, taking into account you may want to repeat the game once you've completed it?

Ben Capewell, Cheshire

JAZ: 1. Lemmings. 2. Lemmings.

VICINAGE

Dear Jaz

1. What, in your view, is the worst software house?
2. Every time I read the new NMS Q&A I see loads of really boring letters which ask the same boring questions. Which question are you most annoyed with?
3. Do you still play with your NES at home? Mine's gathering dust in the cupboard.
4. Will there be any more magazines from your crew in the future?

Thanks, and keep on with the great mag.

Martin Finn, Chiswick

JAZ: 1. Without a shadow of a doubt, Reelax Software. Who are they? Well, they produced three of the worst games I've ever seen in the mid 80's, including the wonderfully crap Gertie Goose. They sank without a trace shortly after. 2. Usually what's the difference between PAL and SCART, because I've answered it about 10,000,000 times. But there have been worse ones - you don't see them because they get lobbed straight into the bin. 3. Not much. It's all 16-bit fun and frolics for me. 4. Most certainly.

MORBIDEZZA

Dear Jaz

I was at the arcades when I saw an Aliens Arcade game based on the brill film. Please answer my questions.

1. Who was responsible for the game?
2. What's the company's address?
3. How old is it?
4. Will it be converted?
5. Are there any other Aliens games on computer and consoles?

Nicholas Craig Simpson, South Shields

JAZ: 1. Konami. 2. They can be called on 081 429 2069 3. About three years old. 4. No. 5. Yes. Alien was released on 8-bit computers about six years ago and was rubbish. Activision produced two Aliens games for 8-bit computers - one was made in the UK and other in the States. The UK version was excellent, but the American one was well sad. Finally, there's Alien 3, which is out on all major consoles.

LUTEOFULVOUS

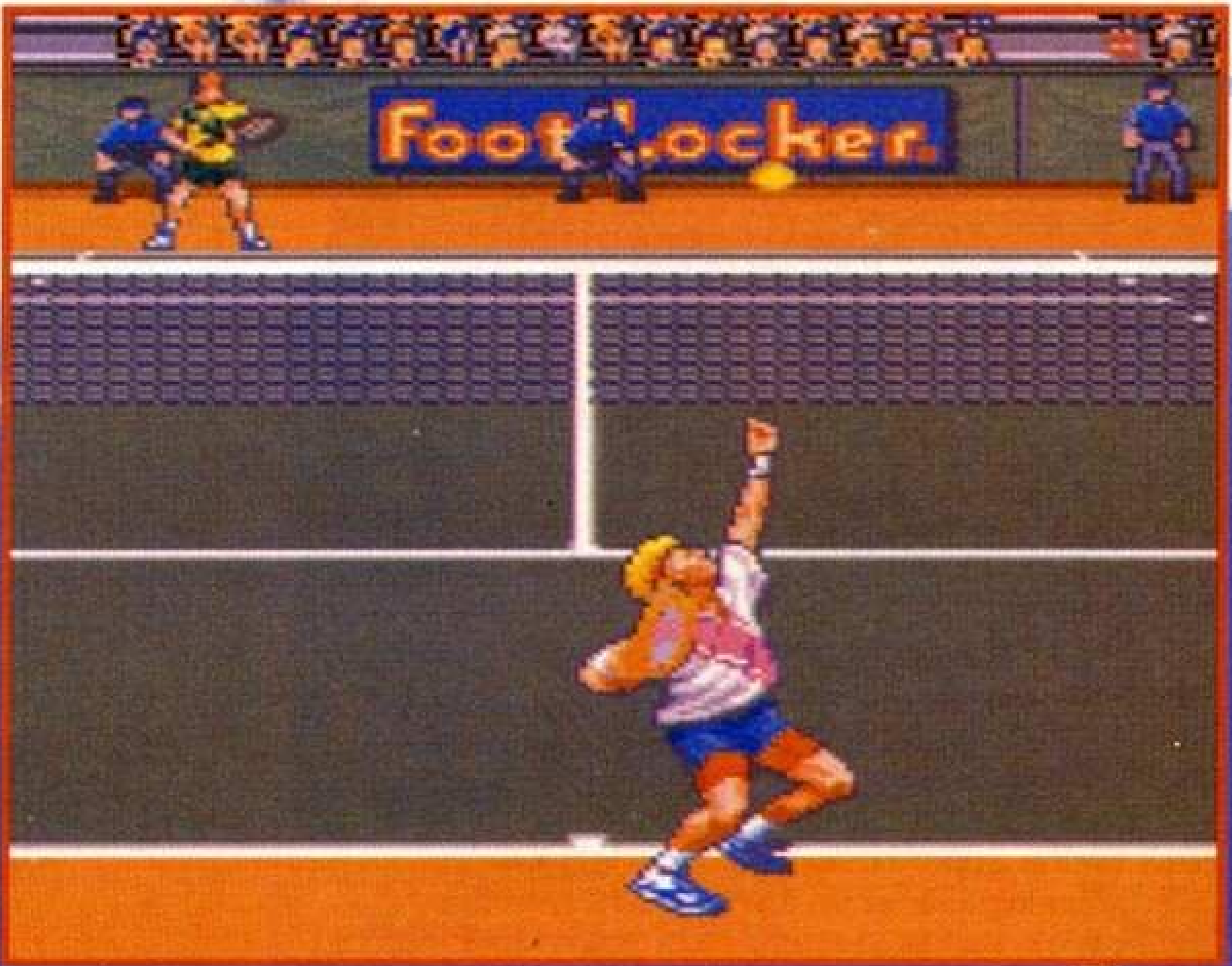
Dear Jaz

I am the proud owner of a British Super Nintendo and was rather annoyed when I played on my friend's American Super Nintendo. The reason was that the game was much faster and the picture covers the whole of the screen and has no annoying black borders. If there is any way of speeding up the games apart from buying an American machine please tell me.

1. I am a great fan of Soccer Brawl on the Neo Geo, please tell me if there is any chance that it might come out on the Super NES, considering the amount of Neo Geo conversions at the moment.
2. What is better: Pilotwings or Zelda III for the sort of person who likes action games?
3. Do you know any passwords for Super Tennis because it takes ages to complete and I want to see the ending?
4. In Game Mania they say that there are 97 levels on Mario World, because there are supposed to be two in the Ghost Ship that guards the entrance to Bowser's area. Is this true, or are they spinning chins?

Brian Tyler, Birchinton, Kent

JAZ: To answer your first question (and what an old chestnut it is), no. 1. No plans at present. 2. Zelda III. 3. Not telling. 4. It is true - *they* read it *here* first!



▲ He shoots, he... oh God, not that one again.

Q WALPURGISNIGHT

Dear Jaz

Why oh why are there so many platform games littering our shelves? With names like Pugsy, Puggsley's and Bubsy, even the names are becoming too similar. Is it because they are easier to program?

David Skean, Penrith

A

JAZ: No, it's because people keep buying them. When people stop buying them, software houses will be forced to program new and original games. I can't wait!

Q HALBERDIER

Dear Jaz

As you are a big motorsport fan like me I would like to ask the following questions.

1. Will there be a Super NES version of Formula One Grand Prix by Microprose, which is already on the Amiga.
2. Are there any rally games set for the Super NES.
3. Will Exhaust heat 2 have more cars and be a little more competitive, as the original is just a little too easy, though enjoyable.
4. What is Human Grand Prix like? Is it fast and enjoyable?
5. Reading issue 5 of NMS, which is brilliant, I saw the Mario Kart Challenge. Why don't you have an actual carting challenge and see who wins that?

Sam Walbank

A

JAZ: 1. It's not planned at present, but imagine if it was produced using the Super FX chip! My seat would never be dry again! 2. There aren't any rally games on SNES apart from King of the Rally, which has only just been released in Japan. It's a game based around the brilliant Paris-Beijing rally raid of last year. The onus is on navigation and driving skills. Most people in the office hated it, but me and Gary Harrod loved it. It's very tough. 3. Yes. 4. Very tough, very challenging and utterly, utterly brill. Me and my mate Barry from Motorcycle News played it all weekend and still have an ongoing campaign four weeks after first getting it. Be warned, though: it's very tough to master, and a lot of people in the office were put off by this - wimps! 5. Ah-ha! That's in the pipeline. I can't wait!!!

ENGINE
HANDLE
GEAR
TYRE
EXIT

▲ "Caption this one next!" gasped Mr "No Pics" Kelsall enthusiastically.

Q MANZANITA

Dear Jaz

Would you please answer my questions.

1. Are there any good one-on-one fighting games on Game Boy?
2. When is the Hyper Boy being released in Britain?
3. Are there any good basketball games on Game Boy?

Ian Williams, Tilehunt, Reading

A

JAZ: 1. Not really. 2. What hyper boy? 3. No.

Q MENDELISM

Dear Jaz

Please could you answer these questions.

1. Will my favourite arcade shoot 'em up, Macross from Banpresto, come out on the Super NES? Maybe Konami could be developing it?
2. What are your favourite three shoot 'em ups at the moment, on the Super NES?
3. Do you think it will be possible to do compilations on CD, when it arrives? Perhaps a Star Wars trilogy?
4. I can do Mario Circuit 1 in 56 seconds. (Not a question, more of a boast)
5. Why don't you update the Games Index because there are loads of Super NES games not in it?
6. Will Lemmings 2 come out on the Super Nintendo?

Mr Nobby Plops, Cheese City, Spangola

A

JAZ:1. There's no sign of it at the moment, so dream on, matey. 2. Firepower 2000, Axelay and Space Megafortress. 3. It'll be perfectly possible, but whether or not it'll be done is another thing entirely. 4. Well whoopee-do. I can do it in 51 seconds. (Not an answer, more of a boast). 5. Check it out this month and see what we've done to this section of the mag!

PLAYER 1
472003
CR=0 ♥=0
TIME
PUSH START
BUTTON

▲ "It's not my fault the artwork's not here yet." huffed Dave, disclaiming himself.

401Enough, enough, my curious disciples. All the answers to the Universe will recommence next month, in issue 8 of an endless series of Q+A. More enriching than a double dollop of Oprah Winfrey. And she certainly is a double dollop. More chins than a Chinese telephone directory, her! Michael Jackson made her look like King Kong. Coo.

INTER ACTION MAILBAG

He's dead dead hard! He's really really scary! He bounces beach balls on his nose when he thinks no one's looking! Yes, he's the NMS SEAL and he's here to answer your letters. Sometimes he's witty, sometimes he's articulate, sometimes he's just plain sanitised, but we love him. Anyway, there's plenty of interesting topics around right now - epilepsy scares, addiction scares, general prejudice in the eyes of a tabloid media that all have games sections in their papers anyway, games prices, piracy an so on - so if you've got anything to say, or any smart pictures you want to see in print, send them into THE SEAL IS MY BEST FRIEND AND I LOVE HIM DEARLY MAILBAG, NINTENDO MAGAZINE SYSTEM, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. There's an NMS T-shirt on offer to the writer of the best letter each month too if you're materialistically motivated.

FOSTERS OUTFITS

Dear SEAL

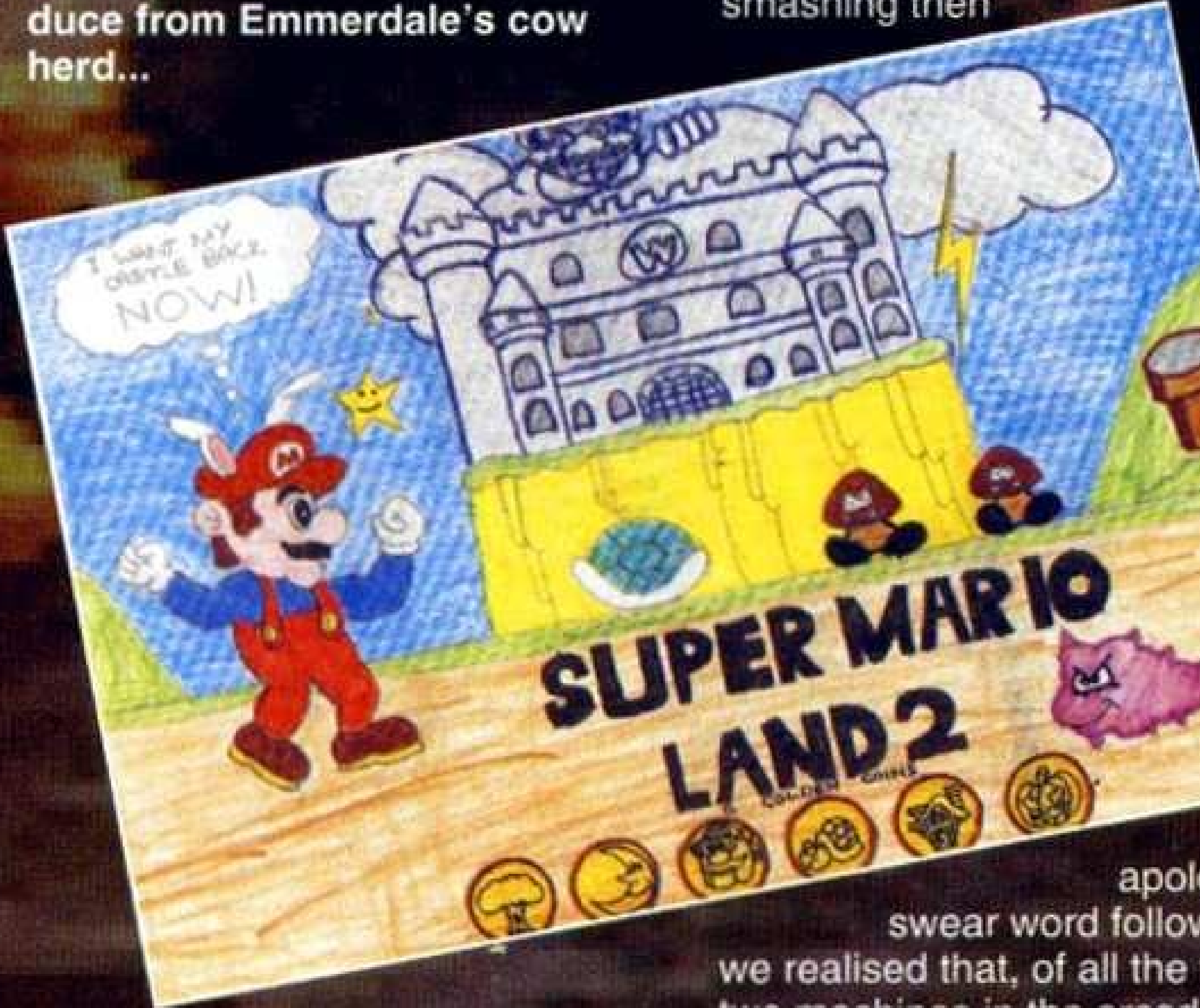
Thanks a lot, friends! The 6th of December 1992 will go down in history as one of the greatest days I've ever had! Gamesmaster Live was the most brilliant exhibition I have ever been to! I've had the chance to meet you all, and the chance for Tim, Jaz, Paul Rand (CVG) and Richard Leadbetter (Mean Machines Sega) to sign my programme - and to get them to pose for photos. Actually, they came out a bit turdy, with the photo of Booney looking like a picture of a living blob (no offence, Tim!). Still, never mind - it was a great laugh! Thanks for sponsoring the event, and also for Hewland for creating Gamesmaster in the first place - didn't you do well!
The show was a wonderful start to my festive season, which included Coventry stuffing Liverpool 5-0 and having my letter printed in NMS 4. My main point for this letter, though, is a critique of the Children's ITV show, Bad Influence - or Sad Influenza as it should be known. Here's what I reckon of its many parts:

1. Andy Crane: Mr Crane makes an admirable effort and is the best of the lot, but I cannot shake off the feeling that Edd The Duck is nearby! Nice try, Andy, but next time concentrate on a topic you know something about...
2. Violet Berlin: Oh heck! Dragged out of some obscure BBC nature programme, it seems that she hasn't got a clue. Her hair's a bit sad, too - is her hairdresser a fan of Sonic?
3. Nam Rood: Bloody hell, what planet did he come from? I wouldn't trust him to tell me the time, let alone offer games tips. And the tips are so old, but this doesn't stop Nam thinking he's the bee's knees at playing games.
4. Z Wright: What on Earth does the Z stand for? 'Zero Knowledge of Anything Related To Games', or maybe just 'Zero Knowledge Of Anything Whatsoever'?
5. The Reviewers: OH, FOR GOD'S SAKE! Kids as reviewers.... KIDS? DO ME A FAVOUR! They're too fickle, and when they offer their opinions, they're still playing the games! Surely concentrating on their review is more important? Also, why do they all sound so brainwashed - I think we should be told who is turning these kids in zombies. Also, the star-based scoring system should be replaced by a more detailed percentage system.
6. Datablast: Or whatever this bit's called. Not really applicable to me as I haven't got a video recorder!
7. The Producers: Yorkshire TV - the home of Emmerdale. 'Nuff said...

Overall, Bad Influence is a good idea, but badly implemented, but Gamesmaster still rules as far as I'm concerned. In addition, a quick mention should go to Cyberzone on BBC2 - especially to Craig Charles - any chance of a Game Boy game based on it?

Ed Burek, Coventry

SEAL: Yeah, I can't say we were that impressed by it either, but it's not half as bad as that pillock with the curly hair who does the links for Children's ITV. Where did they dig him up from? He must be more produce from Emmerdale's cow herd...


I WANT MY CASTLE BACK NOW!
SUPER MARIO LAND 2

▲ Vikram Kachroo sent us this picture of Mario throwing a wobbly..

SUEDEHEAD HAIRCUTS

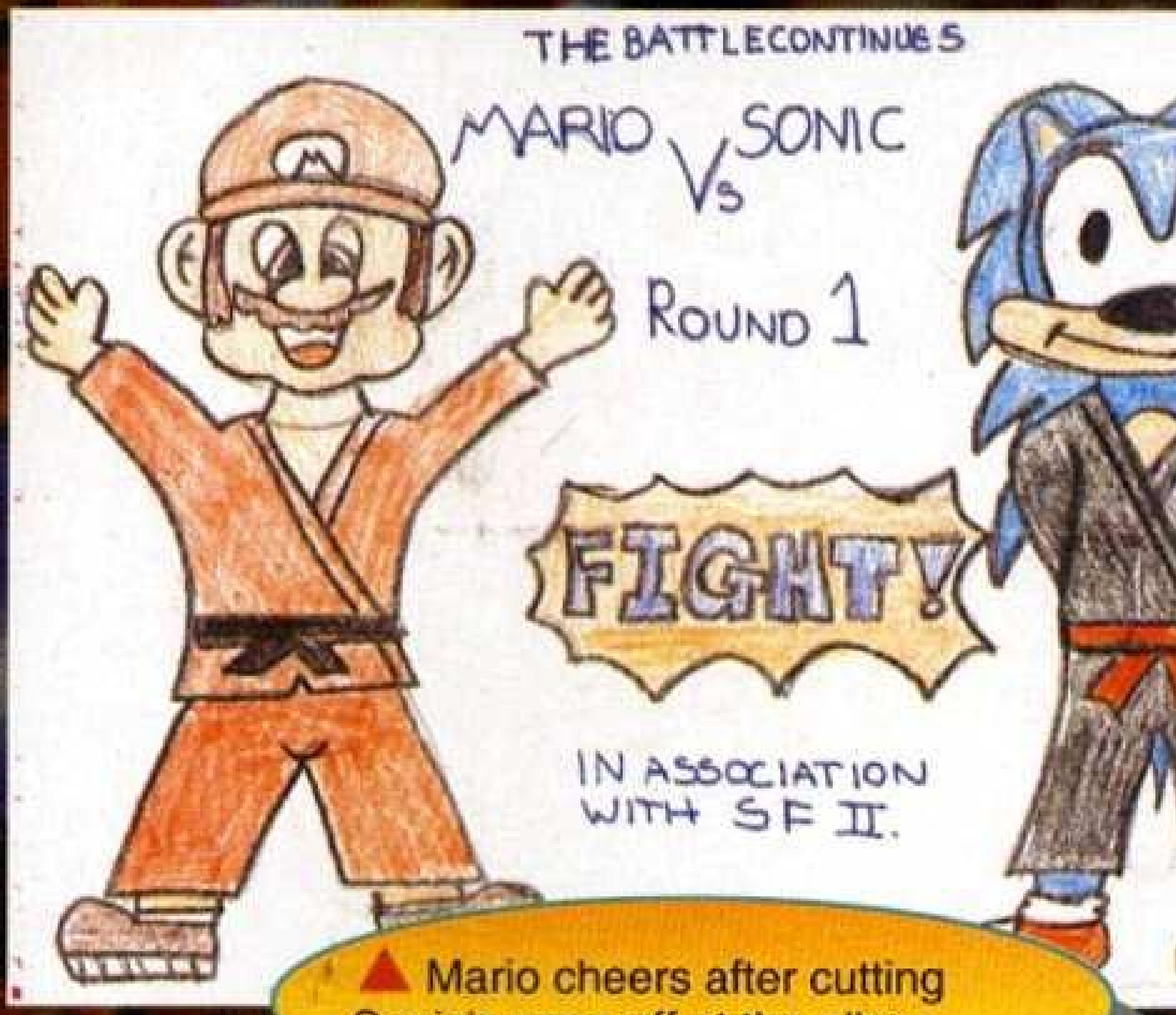
Dear SEAL

On Saturdays, I usually meet my mate at the local arcade so we can feed the SF2 Championship Edition with a few quid. One particular afternoon, my Dad dropped me off and, as I was about to enter, I noticed my mate's new bike out the front. For a laugh and because I'm a git, I wheeled it round the back so that he'd think someone had nicked it. I then went in to meet Ben who was leaning against the World Heroes machine. I couldn't stop grinning, though, and eventually I told him what I'd done and he went to check on his bike.

Several minutes later he returned with a bulge in his pocket, from which he pulled a ten pence piece which he threw, Shuriken-style at me. A small explosion and a sound not unlike a milk bottle smashing then followed. A rather apologetic swear word follows as we realised that, of all the twenty-two machines in the arcade, he had smashed the new Golden Axe 3 machine. It's a good job that the arcade owner was such a fat git as Ben was miles away before he could catch him, but he passed me a message that if I ever saw the rotten so-and-so (well, words to that effect), to tell him he was going to tear of his head and do something revolting down his neck! He was awfully nice about it, wasn't he!

Esso, Gwynedd

SEAL: I'm sure there's a moral in there somehwre, but it certainly gave us a laugh.



▲ Mario cheers after cutting Sonic's arms off at the elbow.

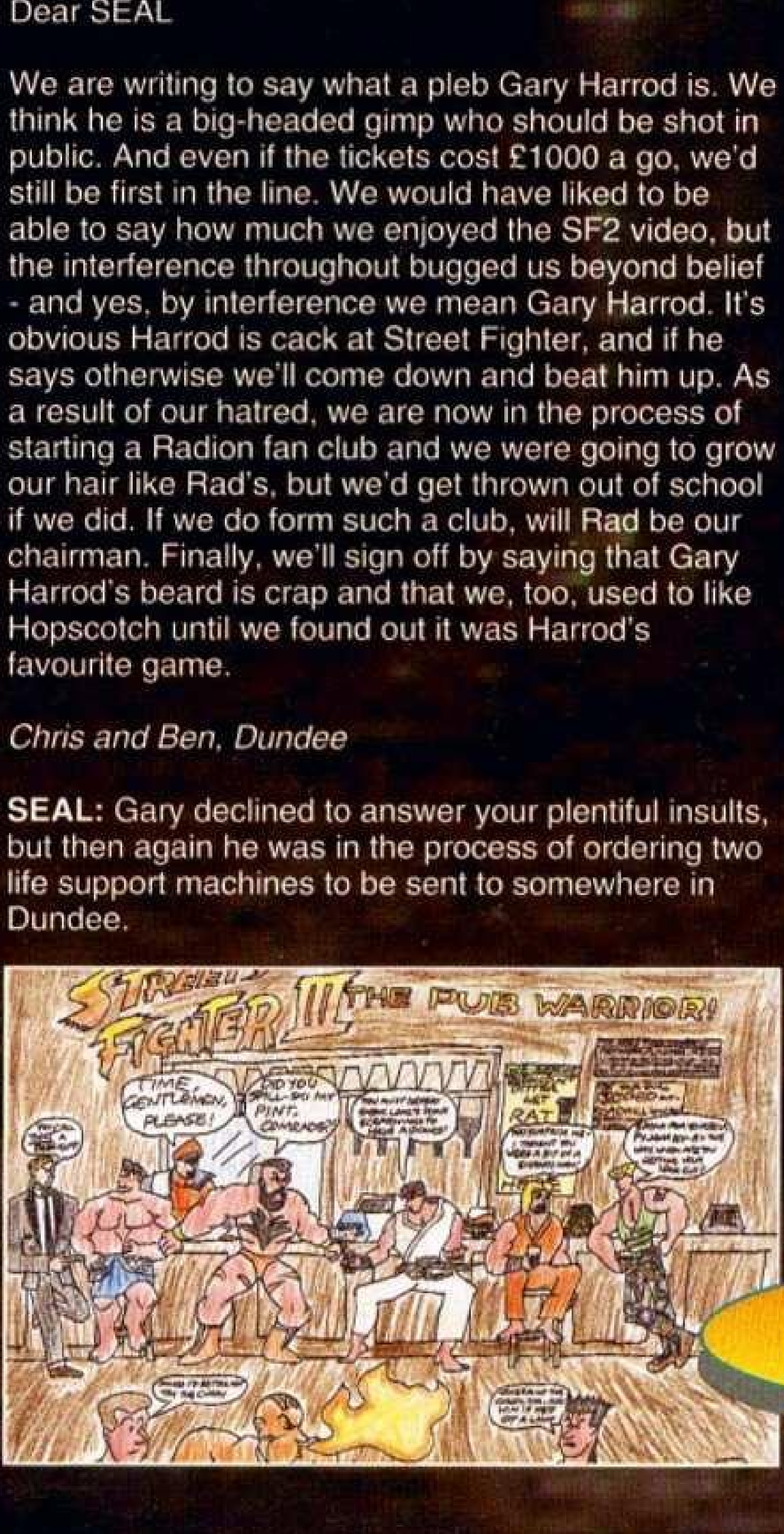
I'LL FIGHT ANYBODY FOR A TENNER

Dear SEAL

We are writing to say what a pleb Gary Harrod is. We think he is a big-headed gimp who should be shot in public. And even if the tickets cost £1000 a go, we'd still be first in the line. We would have liked to be able to say how much we enjoyed the SF2 video, but the interference throughout bugged us beyond belief - and yes, by interference we mean Gary Harrod. It's obvious Harrod is cack at Street Fighter, and if he says otherwise we'll come down and beat him up. As a result of our hatred, we are now in the process of starting a Radion fan club and we were going to grow our hair like Rad's, but we'd get thrown out of school if we did. If we do form such a club, will Rad be our chairman. Finally, we'll sign off by saying that Gary Harrod's beard is crap and that we, too, used to like Hopscotch until we found out it was Harrod's favourite game.

Chris and Ben, Dundee

SEAL: Gary declined to answer your plentiful insults, but then again he was in the process of ordering two life support machines to be sent to somewhere in Dundee.


STREET FIGHTER III THE PUB WARRIOR!
TIME, GENTLEMEN, PLEASE!
RAT

▲ Ed Burek's brilliant Street Fighter III - The Pub Warrior!

DRUNK AFTER THREE PINTS

Dear SEAL

In Japan, there is a converter and a disk drive which is used to convert cartridge games over to disk. These games then cost 80p a disk, making them extremely cheap. Will this be available in the UK or the USA?

Chris, Exeter

SEAL: It's called the Magicom and it's also extremely illegal. Piracy is a big enough problem, and one the Nintendo market can well do without. Nintendo are in the process of cracking down on such units, and it's very doubtful that it will see the light of day over here.

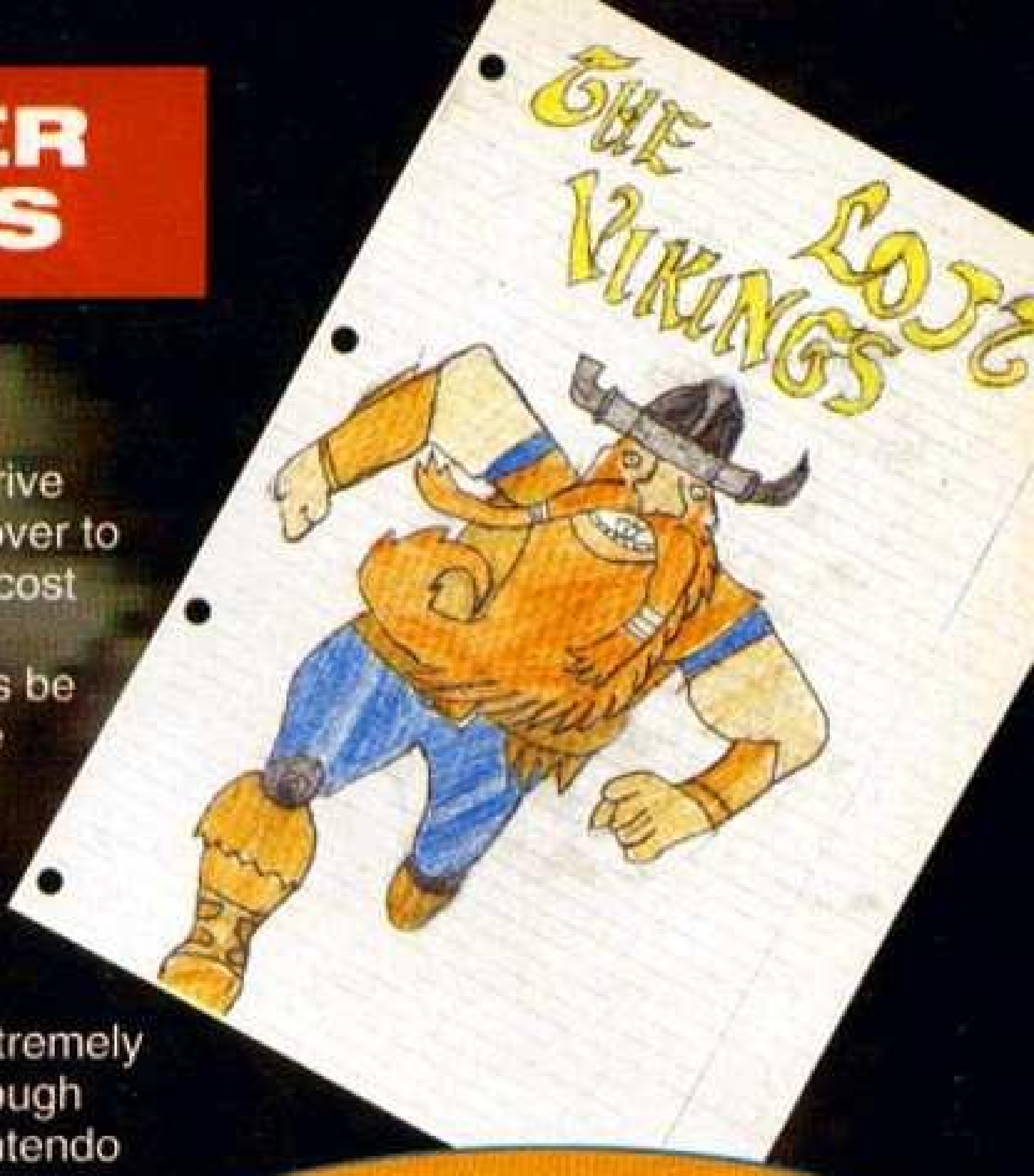
CAN'T GET A PROPER JOB

Dear SEAL

I don't buy your magazine very often, but I did buy issue 5 and a certain Kevin Latham really P'ed me often. There is absolutely no need for an Atari VCS owner to be jealous of a Super NES owner. I own a Megadrive, an NES, a Game Boy and a VCS - and it's the VCS I play the most. Why? Because its games are playable and addictive, that's why. For the price of the abysmal Gunforce, I bought my entire collection of VCS games. This includes at least twenty-six arcade classics which, although they may not look up to much, all feature stunning playability. Also, if the Super NES is still having new games released for it fifteen years after its launch, then I will be truly amazed. As for David Smith saying that games like Sonic and Street Fighter are far more playable than any other titles, then I have to ask: 'why am I still playing Asteroids, Missile Command and the like TEN years after I first bought them? Sonic bored the crap out of me within two hours, and I gave up on Street Fighter after I had wasted forty pence on it. I am still looking forward to the future, but there is no shame in playing my so-called 'sad, early 80s console'.

Martin Watson, Hereford

SEAL: Oh great, we spend all that time avoiding 'my Super NES is better than your Megadrive/ Amiga/ Dragon 32, etc' and someone goes right back to the dawn of time for another argument. What next? 'My Psion calculator pees all over your Kray 2?'



▲ Introducing Eliot Ibbotson's 'One Leg' - The Fourth Lost Viking!

AT LEAST I'VE GOT A GUN

Dear SEAL

I am writing to complain about two letters in your sixth issue. Chris Milbourne's letter complained about the SF2 video, saying that he expected to see 'every move, every kick and punch explained before your eyes' and that he spent two quid on a short twenty-minute video. Well, I'd just like to say that your video was brill and helped me a lot, and it helped me complete the game as Guile, Chun-Li, and Ryu - anyway, what does he expect for two quid! Normal videos cost thirteen quid for roughly an hour and a half, so two quid for twenty minutes is very reasonable. So next time you want to jump down someone's throat, Chris, think first!

My second complaint is about Thomas Eliot's letter. he starts by slagging off the English version of SF2 , and criticising its small screen. I think this narrower screen is great as it means that more of the scenery is visible, and that the game is graphically arcade perfect. I don't normally write complaining letters, but I had to this time as these guys really P'ed me off.

Philip Cheung, Morden

SEAL: I'll tell you what, we organise the rendezvous, and you can scrap it out whilst we watch and jeer.

INTER ACTION MAILBAG

GOES HOME TO MUM AT WEEK-ENDS

Dear SEAL

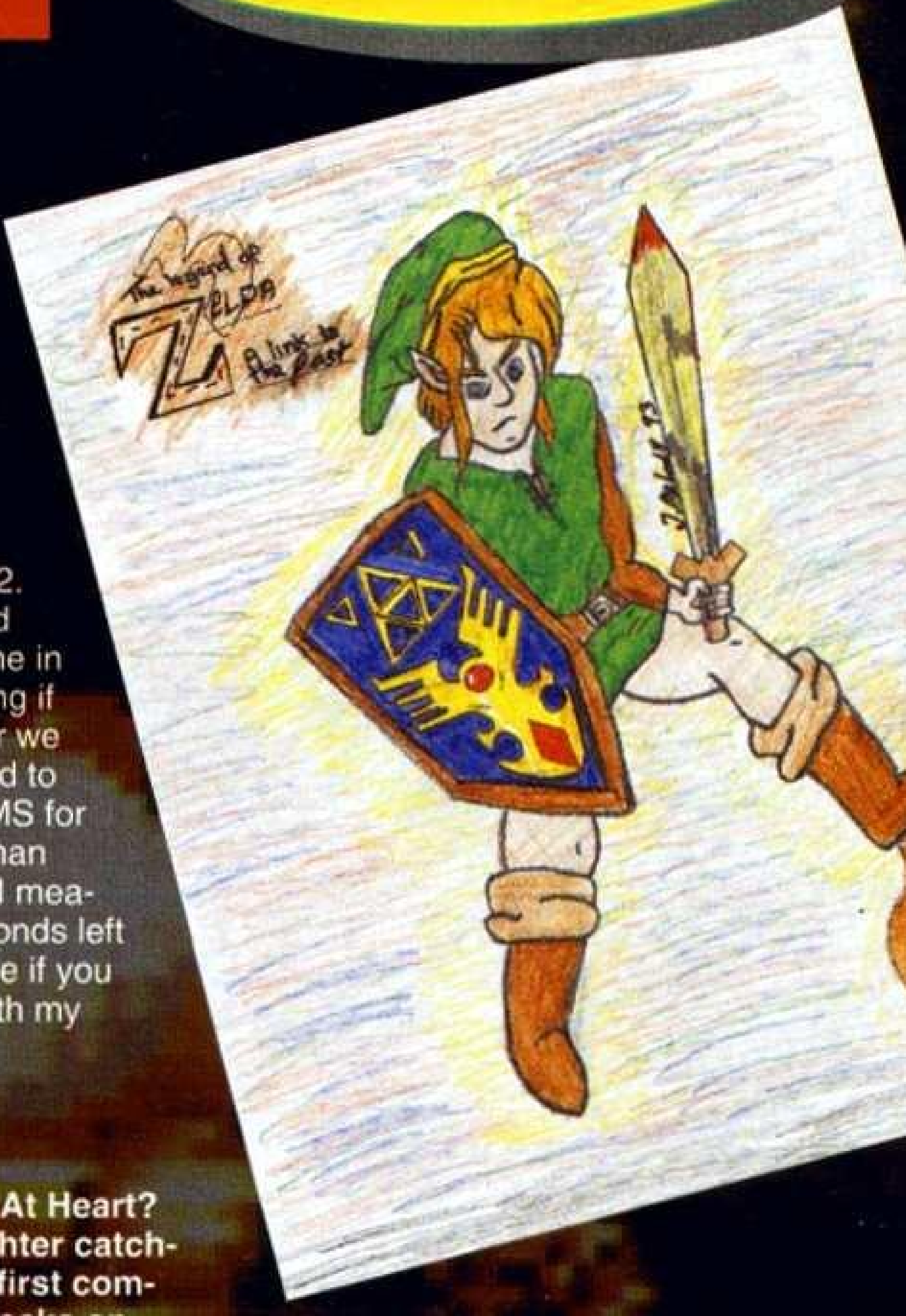
I would like to say that I have never seen anything so disgusting as Andy McVittie and Steve Merrett wearing underpants over their trousers (see January issue 4 page 5), or you reviewing games that are a load of rubbish for instance Road Fighter NES's state of the art rubbish. As I have subscribed to NMS I hope to see something better. Please write back and tell me what you think.

PS So-called "Tigger" from the Nintendo Fan Club System looks like my cat who went missing in July '92. My favourite game is Steetfighter 2 which I completed on my first go on level 7. Please also could you get me in touch with anyone who likes it for instance Jenny Kong if you could contact her and give her my phone number we might be able to play it. Please please please respond to this letter I would be most grateful as I am loyal to NMS for having a good magazine. I want a bigger challenge than Gary "dumb, thick, rubbish at Streetfighter 2" Harrod I measured that I would beat him with Dhalsim with 96 seconds left Harrod wherever you are I am ready for you attack me if you dare I will crush you so get lost you can't compare with my powers. Seeing you in action is a joke.

Rowan Callaghan, Stockport, Cheshire.

SEAL: What are we? A dating agency for the Sad At Heart? "Hi, I'm Rowan and my hobby is reciting Streetfighter catchphrases until someone hits me." And as for your first complaint, just be thankful Andy and Steve left their kecks on...

▼Link readies himself for action in J's pencil-based recreation of the Zelda legend.



LOSE LEGS AT TWENTY ONE

Dear SEAL,

I had just started reading issue 4 when I stopped dead at the first item in the news section. A Lobo game? On the Super NES? My eyes must be playing tricks. I love this guy. I just hope Ocean have enough guts to make a game that has enough splatter action to suit the fans of The Main Man. Otherwise he'll have to come around and root about in their stomachs for them. Now I hope someone from Ocean reads this as I have a few suggestions. Firstly it should be a beat 'em up. A plotline that starts off with Lobo fragging Czarnia leading up to him rescuing his fishies. Several guest stars would be appreciated too, with the likes of Vril Dox, Guy Gardner, Loo, God's assistant, Santa, Darkseid, Demon and Superman. Remember Lobo doesn't care who he fights, he can certainly kick Superman's butt. His special weapons can be his trusty chain and hook, a rather big knife, a gun the size of a Sumo wrestler, Santa's killer penguins, Santa's gorilla and Lobo's bulldog. Have bonus stages inside pubs where you have to cause as much damage and drink as much booze as possible. I'd kill to be involved in a project like this. Until this game is made I'll be playing it in my mind. See ya.

Gavin Keep, Broadford, Victoria, Australia

SEAL: Step forward one case to prove that video games *do* rot your brain. I doubt we'd witness such nihilistic fervour if other comics characters such as Lord Snooty or Biffo the Bear were converted to cartridge.

IGNORED BY OLD FRIENDS

Dear SEAL

In issue 4 of this magazine you said we were allowed to tell you what we love and hate about this mag, so here it goes. Firstly, I'd like to say how you vary your mag, like one week you put a game(s) of the month bit in the editorial, and then you put a fanclub bit in stead. Secondly your printers gone blaagh-blaagh, because there are at least ten mistakes in just the news section. Now onto the good stuff, the Mag is the best, and that's basically all I can say about it apart from you could do a "GOLDEN OLDIE" spot were you could review all the old games like Super MARIO Bros 1,2.

Now to advice, your advice this time, DO A NHS ON SUPER MARIO KART, I know you've already done one on it but I know someone who has it and doesn't have the mag you did it in, and this time do every track and every cup. Could you also do a NHS on Streetfighter 2 and Super Mario 4. Could you also put a audio cassette free with the Streetfighter 2 music it on it as some of us don't have a CD player.

Paul "The King" Adams, Chiswick, London

SEAL: Why of course we'll reprint the Mario Kart guide, oh, and tell you what, we'd better reprint the Crash Dummies review because I hear Barry Hairline of Brighton missed that issue. Ooh, and what if Pope John Paul missed our Felix the Cat cover issue? We'd better reprint *all* of that one. And don't worry about the Streetfighter CD, of course we'll put a cassette on the front. And a 78 RPM vinyl record as well for people who've only got old gramophones. And if you haven't got one of those we'll come round to your flaming

RITUALISTIC BEATINGS

Dear SEAL

I bought my son, who is fifteen, a Nintendo for Christmas, with two games. He had a game called Ultimate Air Combat which was also a present. This game broke up into what I would call typewriter gibberish.

This was returned to Woolworths and exchanged for another, which also went wrong, as did the third. Woolworths were very good and exchanged it for another game, Terminator 2, and this did the same. Woolworths (who I have no complaint about) stated that they would not change it until the Nintendo was checked, but as the other games played on it fine I don't see any need to do so. Have you any suggestions or have any of your readers had the same problem? And where do you go from here, as these games are expensive and I for one feel as though I have been conned.

Mrs E Allenden, North Walsham, Norfolk

SEAL: Well, it really does sound like your Nintendo's up the swanee. I'd take it back to the place you bought it from and get it replaced. This shouldn't cost you anything as the machine should still be under warranty.

SOGGY BISCUIT

Het antwoord,

De voetballen die geen goal hebben gemaakt, omhelzen degene wel un goal hebben gemaakt.

PS Ik ben belgisch dus ik kan geen Engels.

Unintelligible Signature, Somewhere in Belgium I Should Imagine.

SEAL: Who exactly won the war anyway?

JUST LEARNT TO SPELL

Dear SEAL

Please answer my question because I have written in before but you have not answered them.

Anyway I have a disgusting little cousin who owns a Megadrive and four games, he is an absolute snot of a cousin please help me how how to deal with him?

PS I went to the newsagents and looked through the GamesMaster magazine it is absolute cack.

S Pervaiz, Southall, Middx.

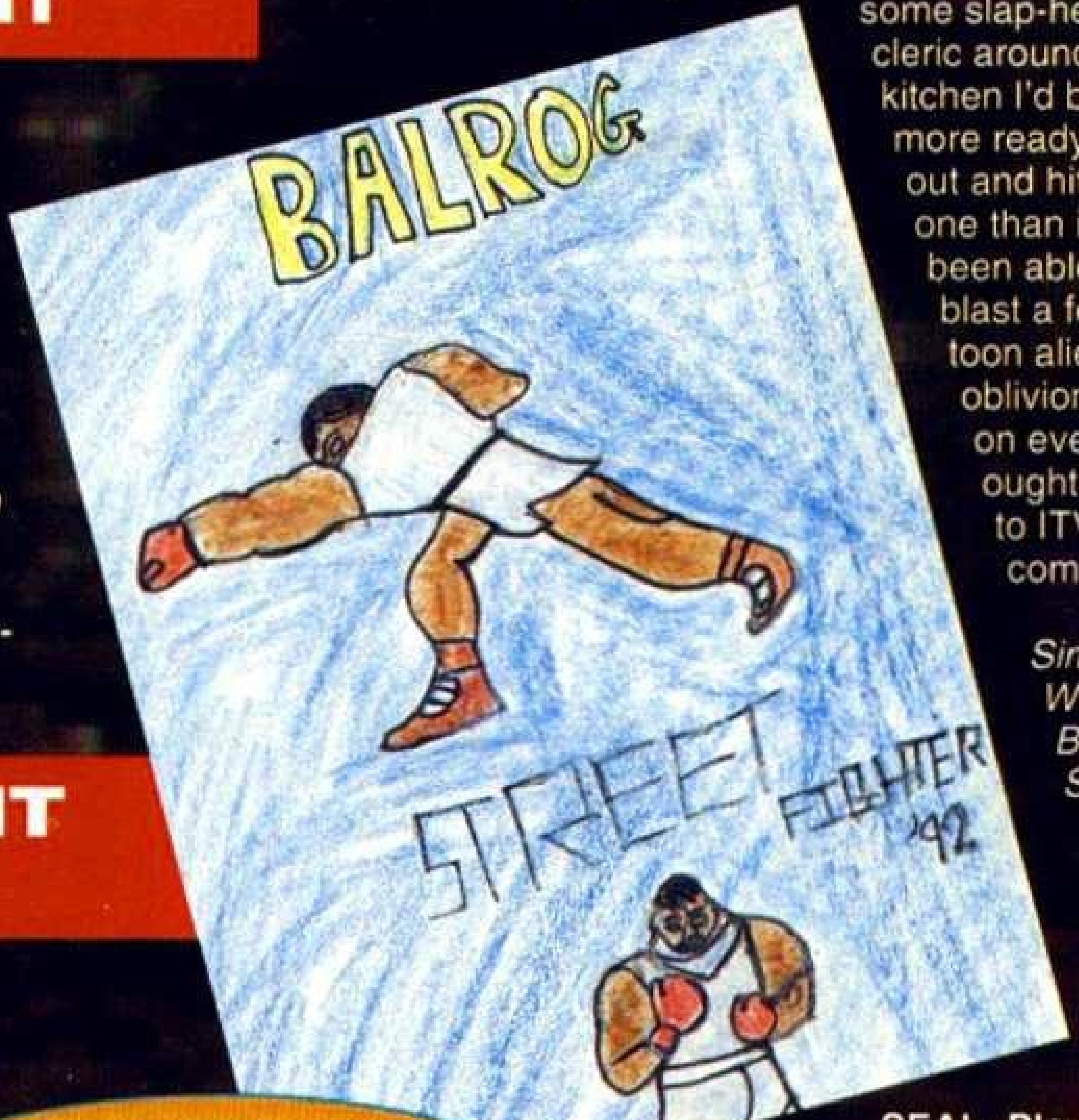
SEAL: The solution is simple. Have a few goes of Streetfighter 2 in front of your parents whilst talking about flower arranging and such. Then foam at the mouth, go round to your cousins house, stab him to death and blame it on the games, which is what everybody else seems to be doing at the moment.

PRIME CANDIDATES TO JOIN DATELINE

Dear SEAL

I think gamers now are being persecuted. For instance, last night there was a World in Action special on computer games and their effects on kids. After reading your excellent piece about the links (or not, as the case may be) between computer games and epilepsy I was looking forward to a balanced documentary with the Epilepsy Foundation quashing the rumours once and for all. Instead I watched the whole video games scene being publicly crucified by a number of "experts" who had no real evidence to back up the wild claims they made that linked games with aggressive behaviour, stunted learning, antisocial behaviour, cancer, rabies and hair loss! Nintendo and Sega were represented by two very smart Americans in plush surroundings, making them seem like the slick corporate raiders coming to take over the world and enslave the kids like the Pied Piper of Hamelin! There was not a single member of the console press on the show, and the Epilepsy Foundation wasn't represented at all, despite the long rant they went into about it. Now the government are probably going to impose restrictions on the games, meaning we'll all have to play "Happy Smiling Flowers" and "Vicar Makes the Tea" instead of the latest arcade conversions. Most people I know relieve their frustration by having a quick blast on a shoot 'em up. After ten minutes of guiding some slap-headed cleric around the kitchen I'd be much more ready to go out and hit someone than if I'd been able to blast a few cartoon aliens into oblivion. I reckon everyone ought to write to ITV and complain.

Simon Walbrook, Brighton, Sussex



▲Luke hunter's version of Balrog has a leg grafted on as an arm..

SEAL: Playing games is like any other hobby, if you let it take up too much of your time you lose out on other things. Spending too much time at the joypad isn't great for you, just as spending too much time watching TV isn't a top quality idea, but video games are certainly no more dangerous or addictive than any other enjoyable pastime. It's just sad that this now hugely popular scene is being made the scapegoat for everything from a year of poor performances at schools to Wagon Wheels not being as big as they used to be.

PATHETIC BUM-FLUFF 'TACHES

Dear SEAL

I am writing to ask your views on copying machines and other piracy devices. I myself own one as do a few of my friends and we're bloody annoyed with people whining on about how they destroy the software market and force the price of the games to go up. The big question is who's ripping who off? Nintendo try to justify their prices by saying that the carts contain all kinds of special chips and processors, if that is so how come the games cost around £10 to make and sell for around £40-65? Someone is making a big profit somewhere. I know you will blame the retailer for taking a large slice of the profit, so why don't Nintendo open their own chain of shops and cut out the middle man. That way their games could be sold a lot cheaper. Nintendo are taking the public for a huge and expensive ride and I know that I'm not the only one who realises it. If people refused to pay the prices Nintendo would have to reduce the cost. Being the official in-Nintendos-pocket mag I'm sure you'll be able to answer this question, although you probably won't print it, or avoid the point of the question with loads of technical jargon. It's about time people knew the truth about these prices and I'm relying on you to tell them.

Graham Cook, Bootle, Merseyside.

SEAL: We don't have to wait for the "moral majority" to get games banned, pin-head pirates like you are all ready to destroy the industry yourselves. Yes, Nintendo's prices are unfair and should be cut, after all the average cart price in Germany is around £35, even for the newest titles. Still, that doesn't justify your pathetic theft. The less software sold, the more Nintendo have to charge to stay afloat. Witness what happened with the ST and Amiga markets - just about all you can get for those computers now is low-quality budget titles and re-releases. And why? Thanks to halfwits like you. Copying devices are very illegal and completely amoral, plus if Nintendo ever caught you with one you'd probably never finish paying off the court action they'd take out against you. Oops, we've printed your address...

NHS

ATTENTION!

The Doctor is in, and he recommends... AMPUTATION! Cut off all those ugly, embarrassing lame bits that make you lot the sad gamers you are. This month we have the final part of our Zelda guide, assorted tips and an all new section for your aid...

SUPER NINTENDO

THE LEG-END OF ZELDA

The treatment is almost complete. The patient is starting to show signs of recovery at last. However, I fear we may still need some minor surgery - just to tidy things up you understand. So join us, friend, as we embark on this, the FINAL and DEFINITIVE guide to Zelda IV. Lie back and relax, you won't feel a thing!

TIPS AND TACTICS

Once again it's that time of the month where we visit the NHS apothecary and open up his bulging bag to select various tips, cheats, codes and cure-alls to help you, the ailing reader, in your shambolic attempt at games-playing respectability. I fear it may be to late for some of you, but for those of you still with a slim chance, prepare to take your medicine...

WILL YOU EVER..?

AXELAY/SPACE MEGAFORCE

Will you ever reach the end? Well if you're reading this then probably not. Still, everyone has got to have a dream. So read on and marvel at the true MASTERY of Dr Gary Harrod as he examines his first patients who are having trouble with the final bosses on Axelay and Space Mega Force. Oh dear. How sad. Never mind.

NES

GAME GENIE CODES

More, more and still more Game Genie codes for NES owners courtesy of Hornby Hobbies! Not to worry, though eh?

HOOK

SZNYAEVK: Infinite lives for player-one.
SZNNIEVK: Infinite lives for player-two.
GXKSOIST: Infinite energy for player-one.
GXVIKST: Infinite energy for player-two.

ROBOCOP

Thanks to the elusive Karl Pepp-somethingoranother of somewhere he didn't feel fit to tell us, we no longer need to play the game through to watch the end sequence. Instead, just press buttons A, B START and SELECT and enjoy.

RYGAR

LUXKIETO: Start tone to 59.
GOXKYEZA: Start lasting power to 20.
GEUGZATE: Start with more energy.

SUPER NES

CASTLEVANIA IV

The spirit of Dracula transported this list of Action Replay codes for Castlevania IV to us whilst we slept. Us, sleep? The mysterious Nosferatu send us a list of codes? Of course not, so who did?

7E007C05: For infinite lives.
7E13F410: For infinite energy. Whilst this cheat is active Simon retains his whip, weapon and hearts after dying.
7E13F045: For infinite time.
7E13F299: For infinite hearts. Make both this code and the one above it inactive at the end of each level.
7E008E01: Always keep the dagger
7E008E02: Always keep the axe.
7E008E03: Always keep the holy water.
7E008E04: Always keep the boomerang.
7E008E05: Always keep the watch.

TIPS AND TACTICS

All you would be tips hounds had better start saving, or so it seems as most of the tips sent in recently are either for Hornby's Game Genie or Datel's Action Replay cart. Strange, perhaps a little sad even, but true nevertheless. Still, it would be nice if more of you bothered to discover a few interesting things the conventional way. C'mon people, what's the problem? Of course the Game Genie compo is still open but, as an added incentive, there's something in the NMS black bag of doom for anyone who comes up with something truly amazing for the next issue: Secret power-ups, hidden rooms and 1-UP loops, you know the kind of thing. Get cracking before things get boring!

GAMEBOY

DR FRANKEN

What do you know, there is life after Game Genie codes! The heroic Andrew Ferenbach from Edinburgh compiled these level codes for Elite's Dr Franken. By the way, the reason for the lack of codes up and above 76% is that saves cannot be restored beyond that point.

The Codes:
58%: X3M7D NJ24L X22CG
60%: 23M75 N325L X26C0
72%: M1S3L Y775N F2688 (In possession of the Well key)
76%: 23M4T VV15N FY288 (In possession of Bitsy's head)

KIRBY'S DREAMLAND

According to Matt Snoxell there's an Action Replay code which makes this little fellow invincible and it's this: 010686D0. While he's at it, how about infinite lives: 020589D0. There you go. Bless him.

MEGAMAN II

For limitless energy and infinite lives, type in these codes respectively: 0898D0CF & 0102E8CF. At least that's what Matt Snoxell might have us believe.

STAR TREK 25TH ANNIVERSARY

Space....for a few Star Trek codes from Adam Miles we reckon. So here you go:
Level One: 0523.4 **Level Two:** 4262.0 **Level Three:** 6841.2 **Level Four:** 3310.7 **Level Five:** 7057.3 **Level Six:** 6046.2

SUPER MARIO LAND II

So, play weird games would you? If that's the case then try this cheat for Super Mario Land II. Press DOWN and SELECT together then LEFT and SELECT or RIGHT and SELECT together. Lastly press UP and SELECT together. This starts a silent demo running that has a short time limit, after which nothing happens at all and the Game Boy needs resetting. This oddity was discovered by Benjamin Kennish from Aldershot. Has anyone else discovered something like this? If so, send it in!

MEGAMAN

030095FF. Replacing the second zero after the three alters the stage number.

CRASH DUMMIES

This one's not so much of a tip but a curiosity, Daljeet Sran discovered that, when pushing UP, DOWN, LEFT and RIGHT on the D-pad before the title sheet, a password screen appears. The problem is that he hasn't quite discovered the purpose of this and we're blowed if we know what its purpose either, especially when the game doesn't use passwords! Should anybody discover some combinations of numbers that serve any purpose write in and let us know.

ACTION REPLAY CODES

Robert Morrison found more than one more reason to dabble with Datel's Action Replay cartridge. Here are his codes for a few Game Boy titles.

BAD 'N' RAD

0C919CC7: Messes up the music in level one.
0C4F9EC7: Messes up all the music.
0C5983C8: Plays the music with a different instrument.

EXCLUSIVE GAME BOY, GAME GENIE CODES

Lucky us and fortunate you for Mark Stoneham, of Game Genie Helpline fame, has honoured us with a rather large list of Game Genie codes for the Game Boy.

ASTEROIDS

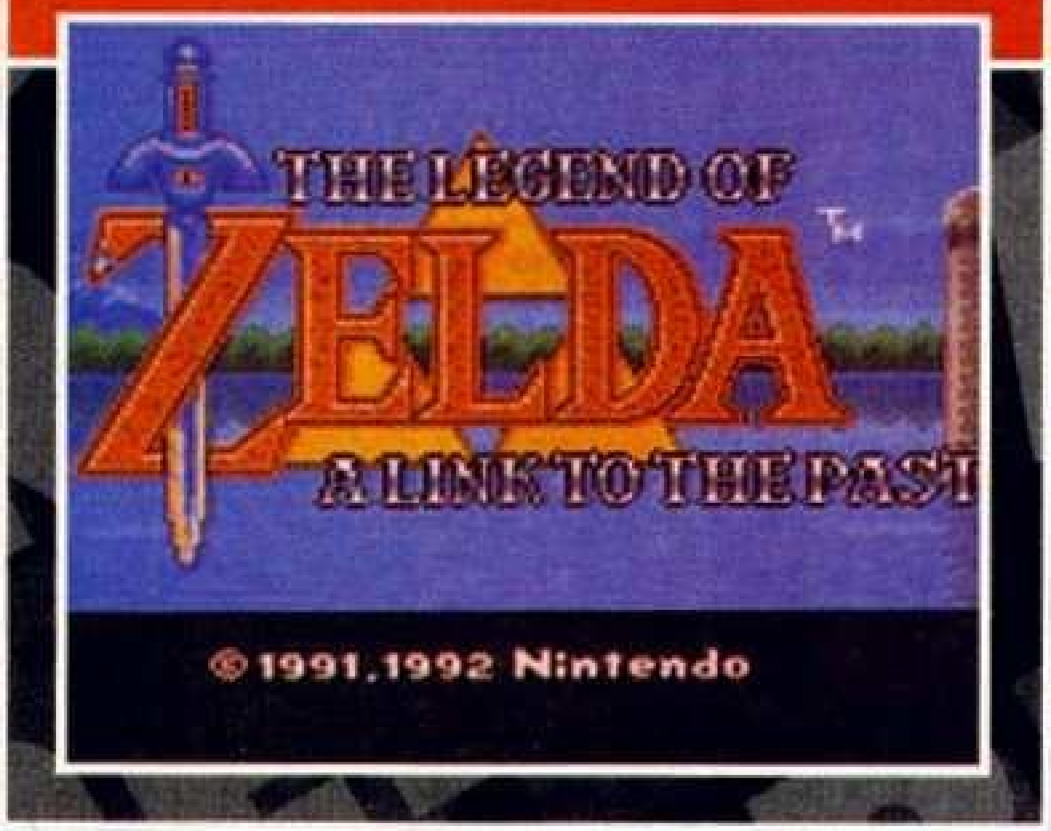
#003 83F 3BE: For infinite lives.
#003 9CF 3BE: Rocks pass through the ship unless it moves from the centre of he screen.
#03F 19C E62/ 04: Start on level 3/4
#00A 7ED 3BA: No extra rocks as the game progresses.

BATTLETOADS

#007 C2E 3BE: For infinite continues.
#FAC CAF 4C1: For infinite energy, although it isn't effective against the last few end of level bosses, so use it in combination with the infinite lives code.
#FAD 918 4C1: Keep hold of the axe after a loss of life.
#007 B0E F71: For infinite lives. Use in combination with the infinite energy code.

CRASH DUMMIES

#082 A9F F7E: Start the day's work with eight lives.
#001 3EC E6E: For infinite seconds on the timer.
#00B 00A 195: Slick or Spin may pass through fire unscathed.
#851 49C E64: Earn more cash for each hit.



Here it is! The last part in an epic saga that has threatened to overwhelm NMS forever. For the last three months life as we know it has all but ended at NMS Towers while our brave adventurers explored the wonders of the legendary Legend Of Zelda. But this is definitely the last delve into the game, so share the laughter, tears and euphoria of victory over Ganon. Just one question remains - what do we do now?

THE BOOK OF REVELATION

This is an account of the Last Days of Ganon, and the means the Hero of the Triforce must employ to destroy him.

FINAL BATTLE?

After you have destroyed the Trinexx monster at Turtle Rock, the last crystal tells you to head for Ganon's Tower, to begin the final battle. Once there you are able to breach the magical barrier with the aid of the seven crystals. But before you do, consult the checklist to make sure you are fit for confrontation.

CHECKLIST

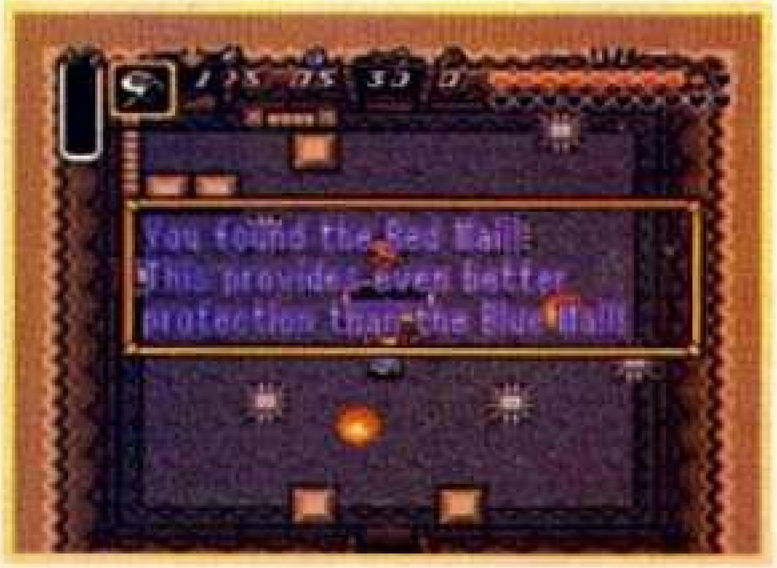
You should have:

1. A Tempered sword.

2. Four Life and Magic potions.

3. Blue Mail (Red is found inside the Tower).

4. Mirror Shield.



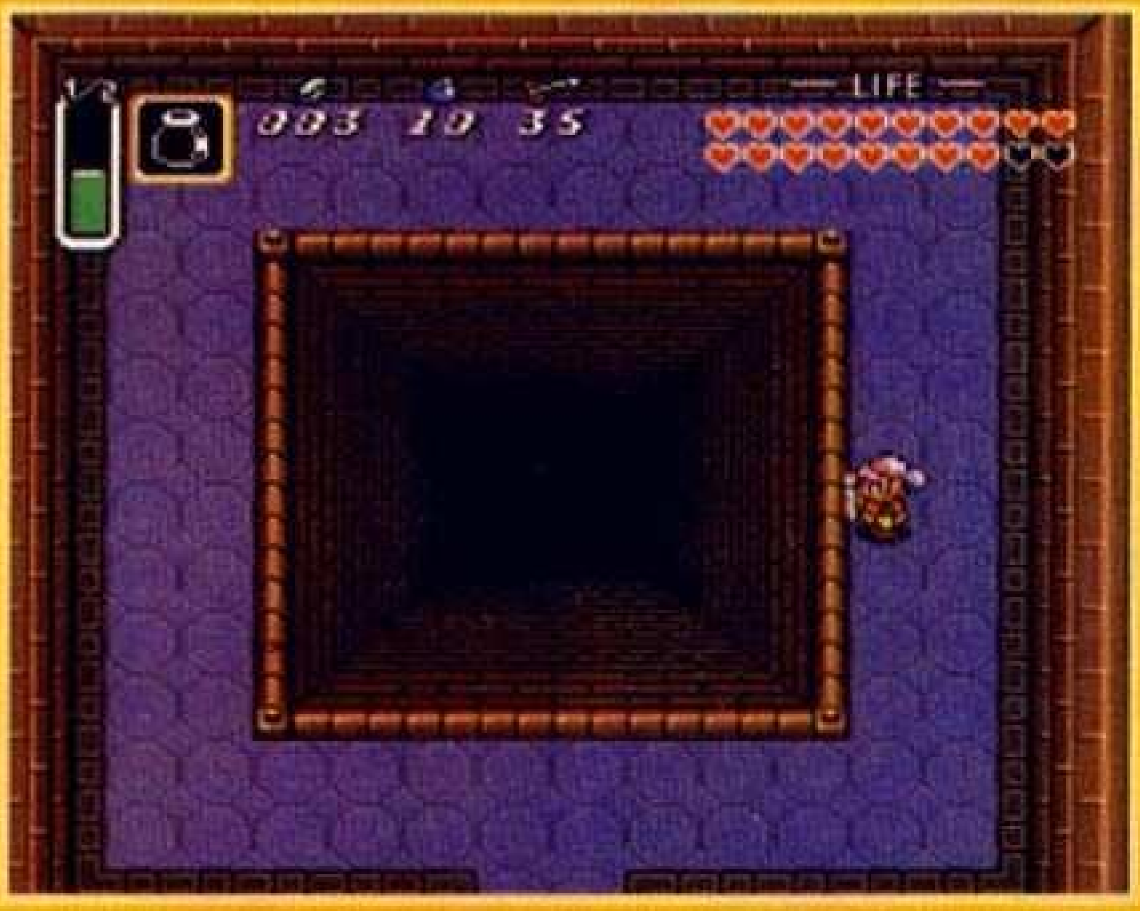
You found the Red Mail!
This provides even better
protection than the Blue Mail!

SEVEN LEVELS

The tower has seven levels, with some of the toughest screens of the game. Here are some tips for the trickiest sections.

1. On the screen with the warp surrounded by space, push the block upwards to reveal a bridge.

2. One room is blocked by red and blue cubes. The changing device is sectioned off beside a moving floor. Use the cane of Somaria and create a block to throw on the conveyor. When you have passed the cubes, detonate it.



3. In the room with many cubes, push the block at the left-hand side to open the door.

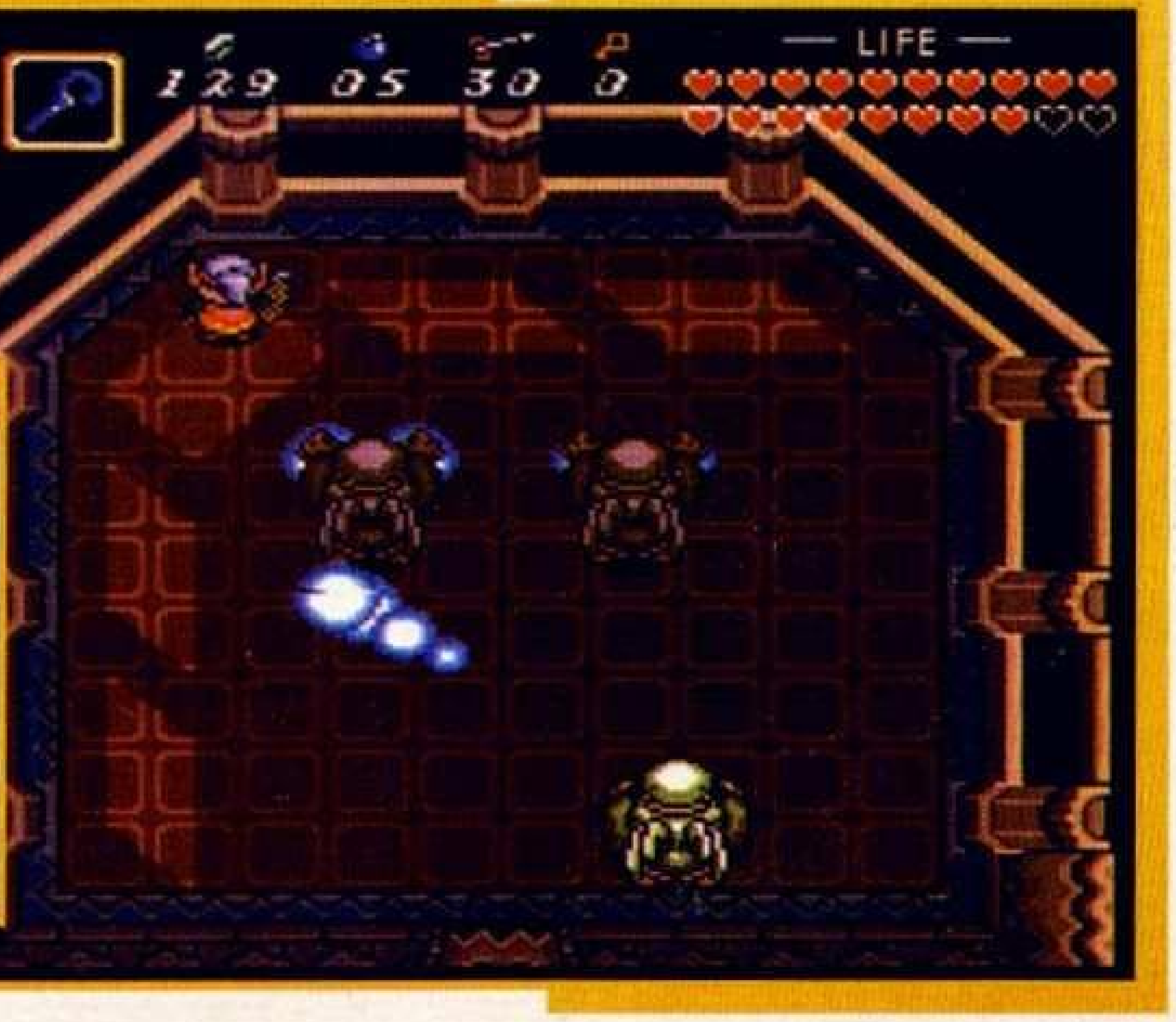
4. The Medallion of Ether reveals any invisible walkways when it flashes. Remember that smashing frozen enemies with the hammer often releases more magic power.

5. In the room with the long bridge and rock throwers, use the cane of Byrna to avoid being knocked off.

6. The Big Key is in the basement, and you must face the Arnos Knights again to retrieve it. In fact, the first three bosses of the Light World present themselves. Use the tactics revealed in Guide pt. 1.

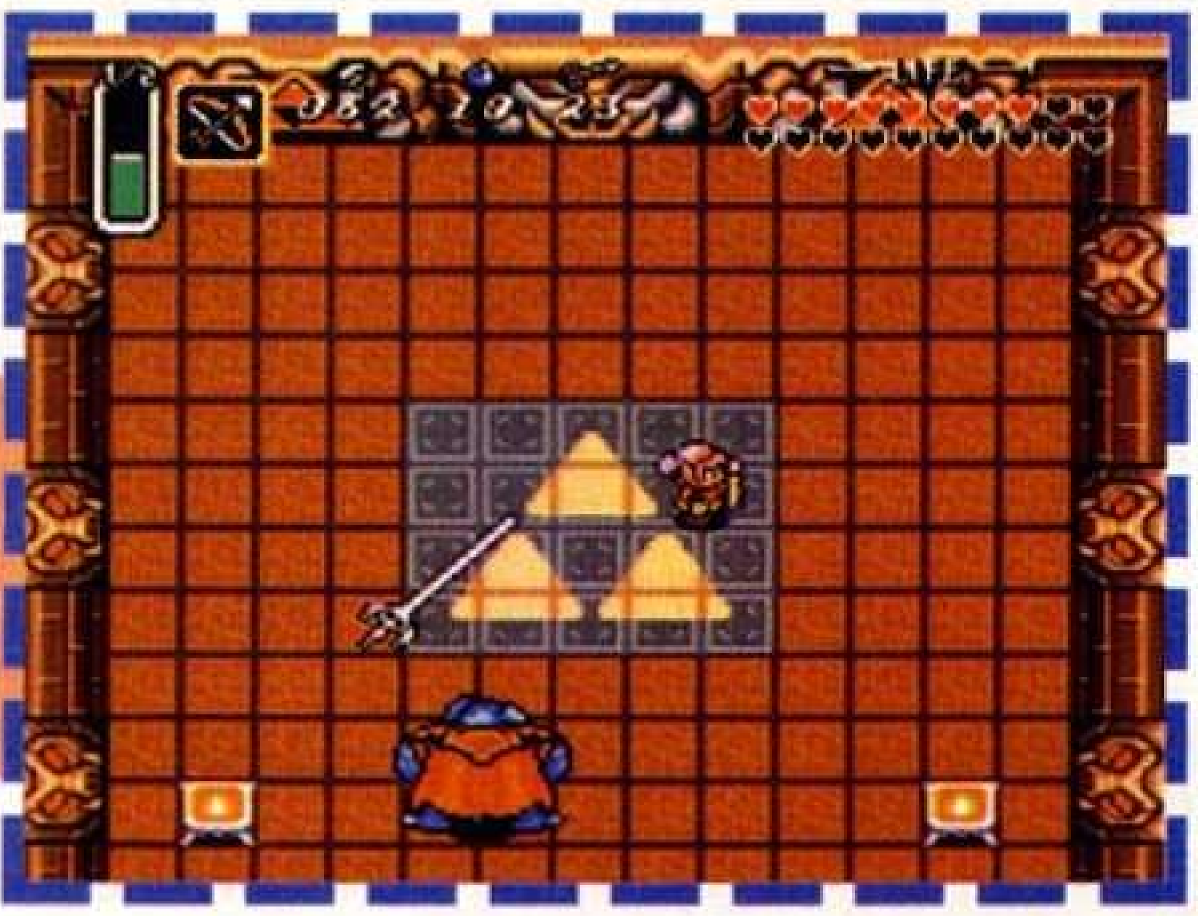
AGAHNIM

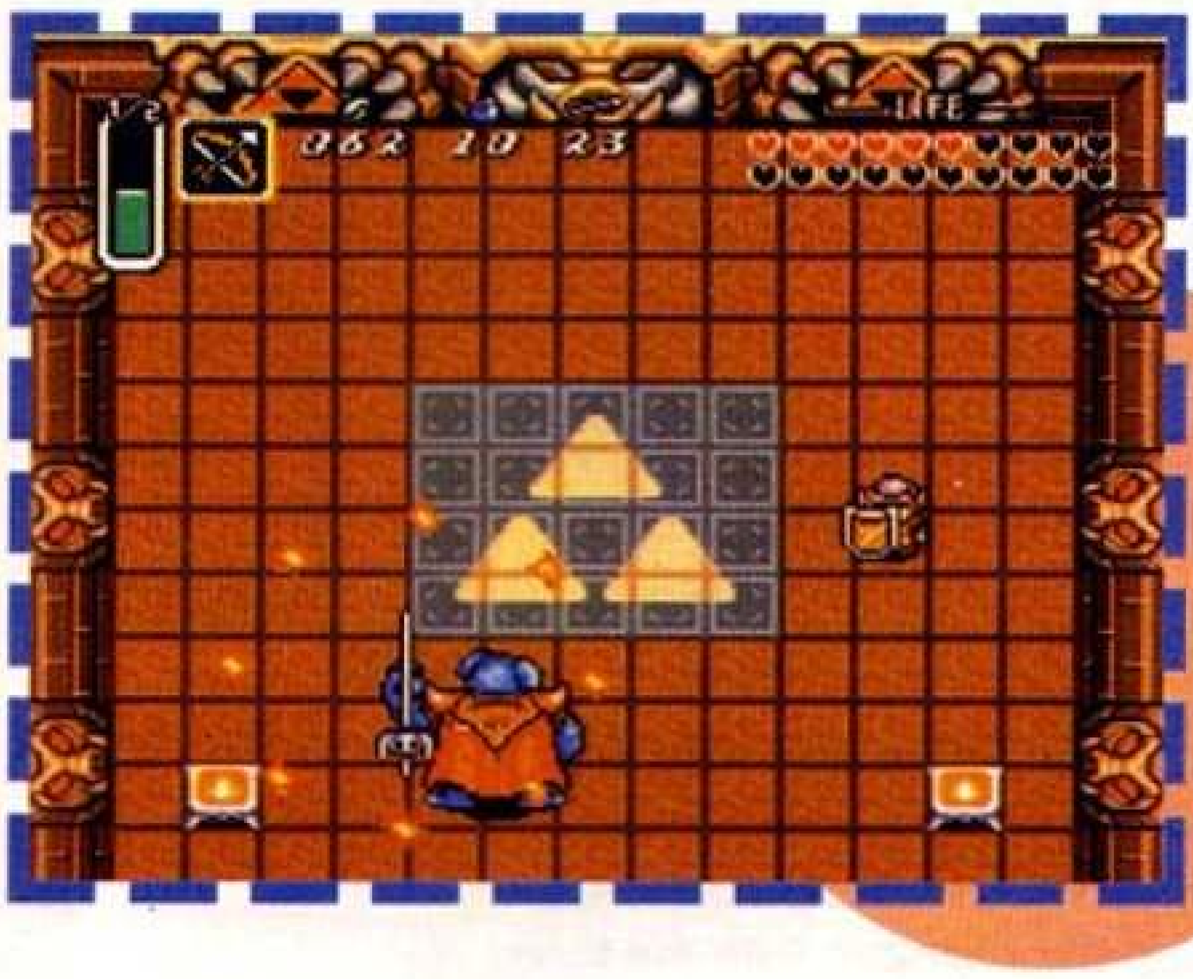
On the seventh level Agahnim waits. He isn't much more difficult than the first time, but requires a bit of patience. Agahnim now creates two Phantasms of himself, which cannot be harmed by your attacks. Their magical blasts, however, are all too real! The vulnerable Agahnim is easily distinguished by being brighter than the others. Avoid the false Mage's blasts, and deflect Agahnim's attacks back onto him, like you did before. This time he does not fire lightning from the centre, so you needn't be wary of any of his firing positions. After a good few hits, Aganhim chokes, and the real spirit of evil rises out his form, and makes for the its last refuge - the Pyramid.



THE FINAL BATTLE

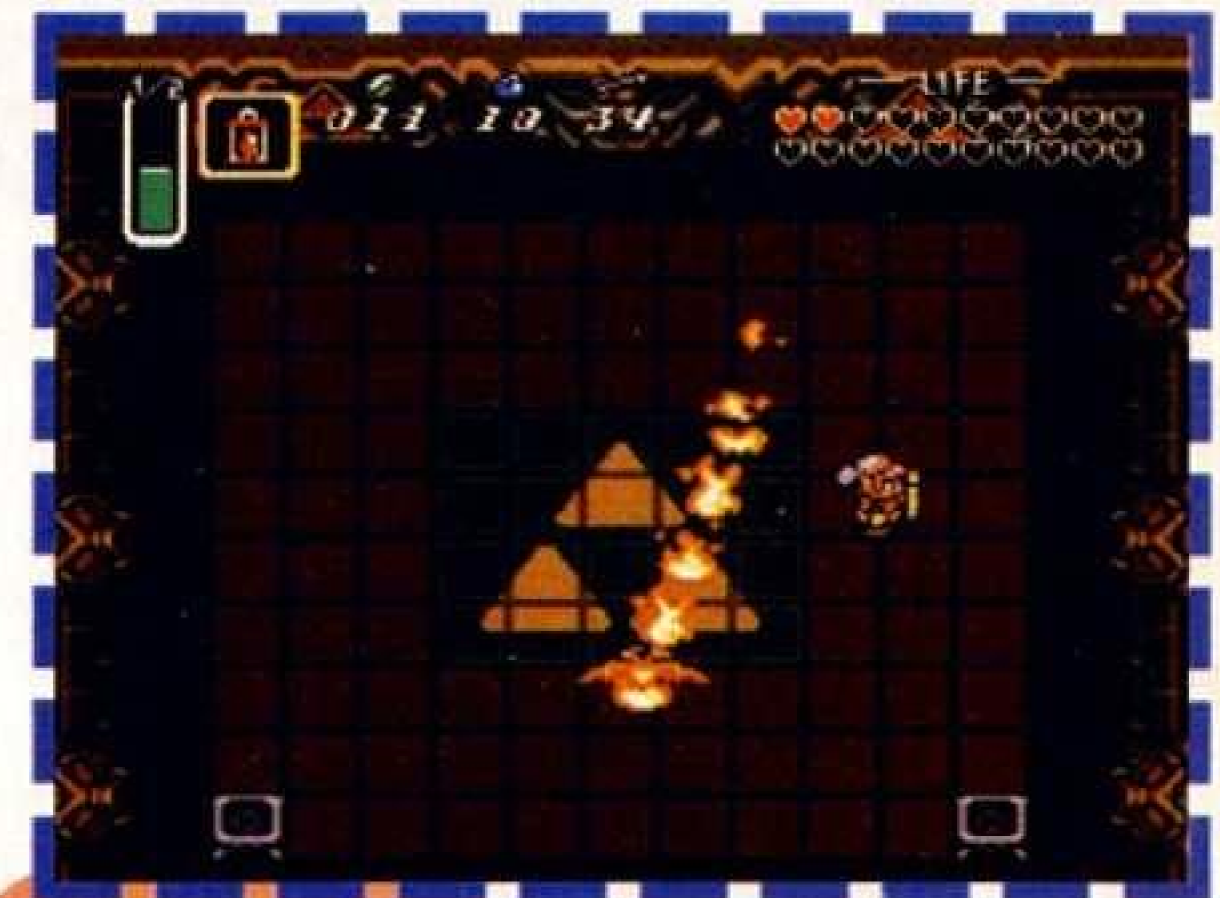
Your final match with Ganon takes place over four stages, in the centre of the Pyramid. At first an outraged Ganon spins his trident and throws it at you. The trident travels in a wide arc, and is quite easy to avoid. Use a spin attack against Ganon as he materialises.

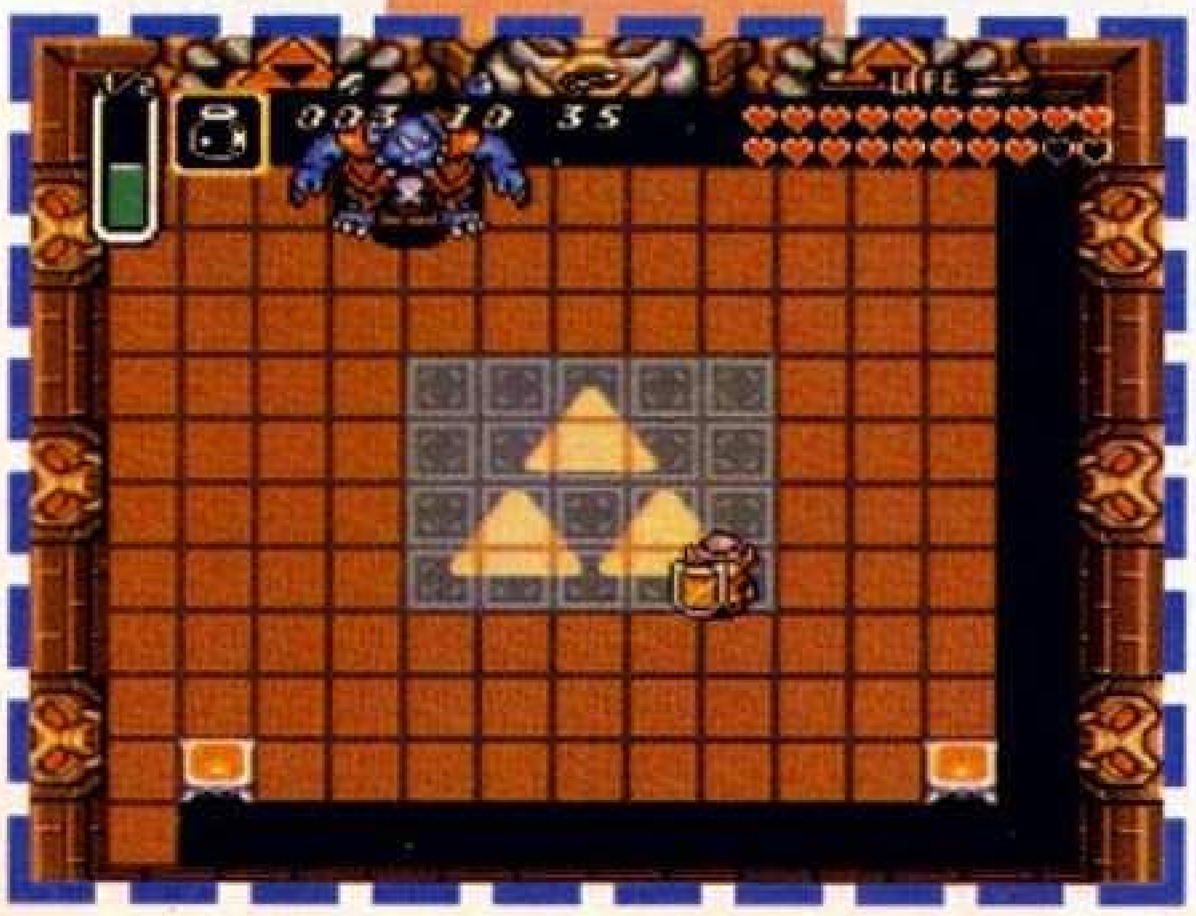




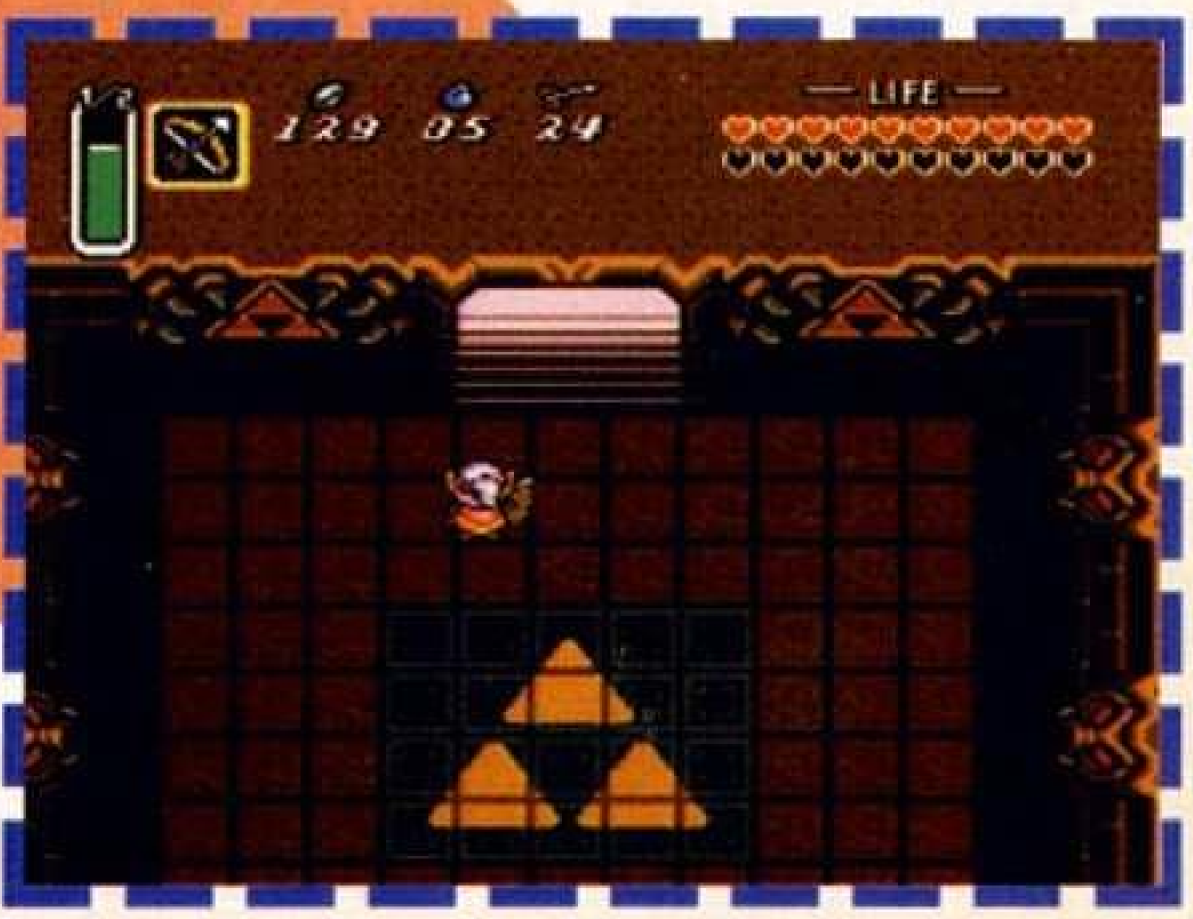
After five hits, Ganon produces a circle of flames which surround him. After a couple of seconds the circle expands to fill most of the screen, then shrinks back. When they next expand, they transform into fiery bats which fly at Link. This attack pattern is annoying, but manageable. When the circle expands, stay close to the outer edge, and follow it back in, striking with a spin attack. Also notice that the circle isn't centred exactly on Ganon, but is slightly off centre. It is possible to strike him from the off-centre side without incurring damage. When the flames transform into bats, keep moving in a straight line, and they should fly past. Do this five times.

And enraged Ganon changes tactics. He launches a spiralling fire demon, whilst warping across the screen. When he forms briefly, strike him, again with the spin attack. He then jumps, causing the outer layer of the floor to collapse. From now on stay clear of the edge! Falling down means leaving the Pyramid by a bottom exit, and having to restart the final battle again! Avoiding the spiral demon isn't too difficult, but remember its flames linger. After the entire outer layer has fallen, you're nearly home.



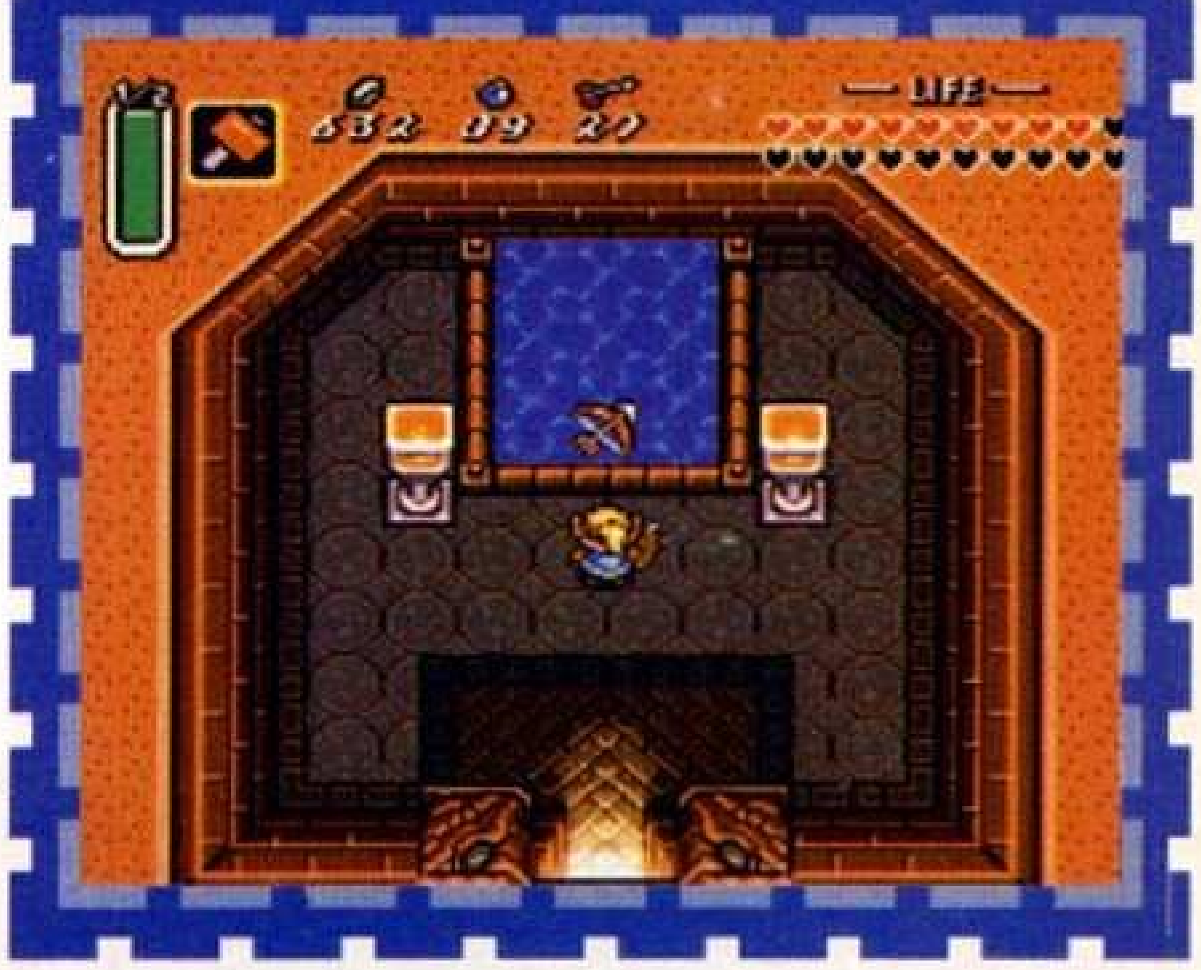


Ganon becomes invisible, and the rooms dims. Using the Flame Rod or Torch, light the two torches to make him appear. He fires a straight-flying flame demon, but this easily avoidable as long as he is kept visible. He is only vulnerable briefly, and must be struck with a spin attack. Then, for a brief second, he turns blue, signifying his moment of weakness. Launch one of your silver arrows at him. Do this four times and you will have destroyed Ganon, and finished Zelda III.



GANON'S WEAKNESS

Before you jump headlong into the Pyramid, consider Ganon's single nemesis, the silver arrow. The way to turn normal arrows to silver lies in collecting the Super Bomb from the bomb seller at the heart of the Dark World, where Link's would be in the Light World. The bomb lets you break the crack in the side of the Pyramid, and the fairy within converts your arrows for you. Now you are ready.

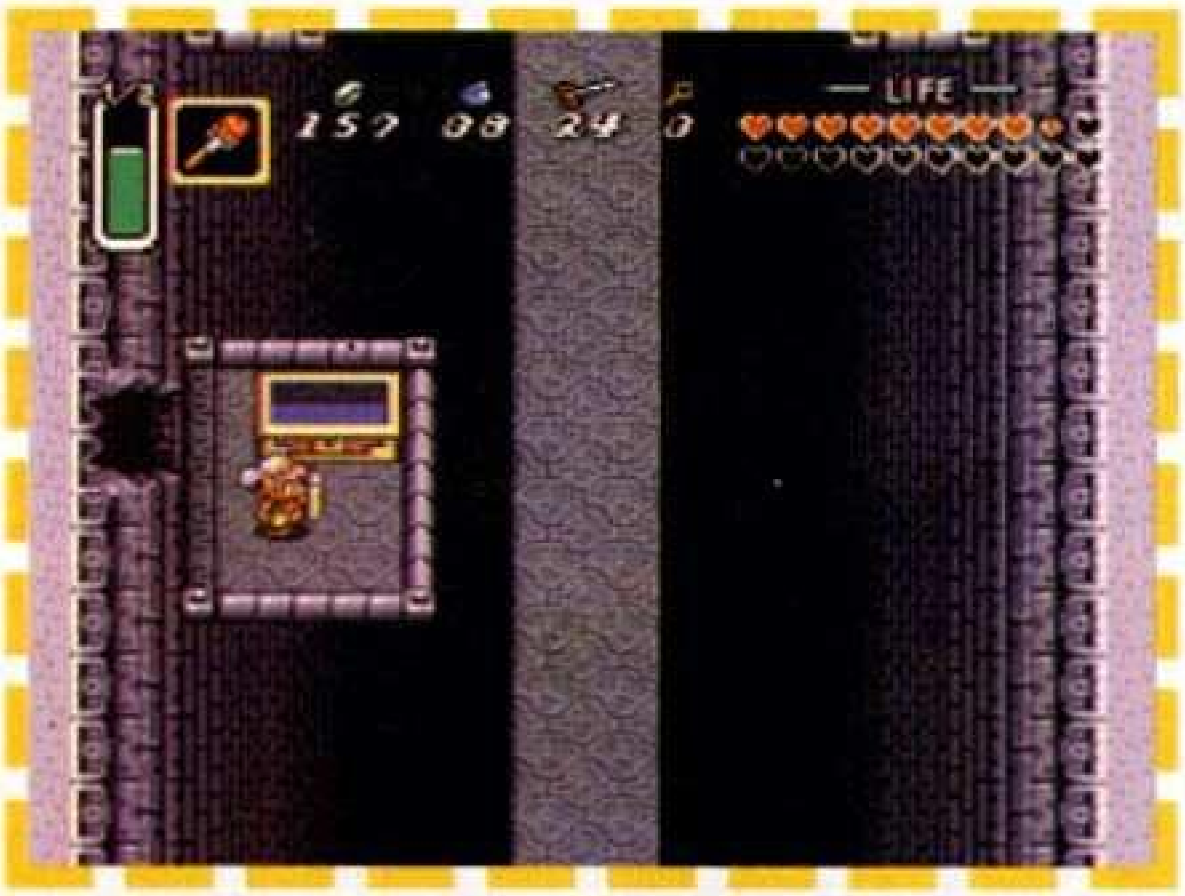


FINAL QUESTIONS, FI

A set of the trickiest questions facing adventurers in the Dark World.

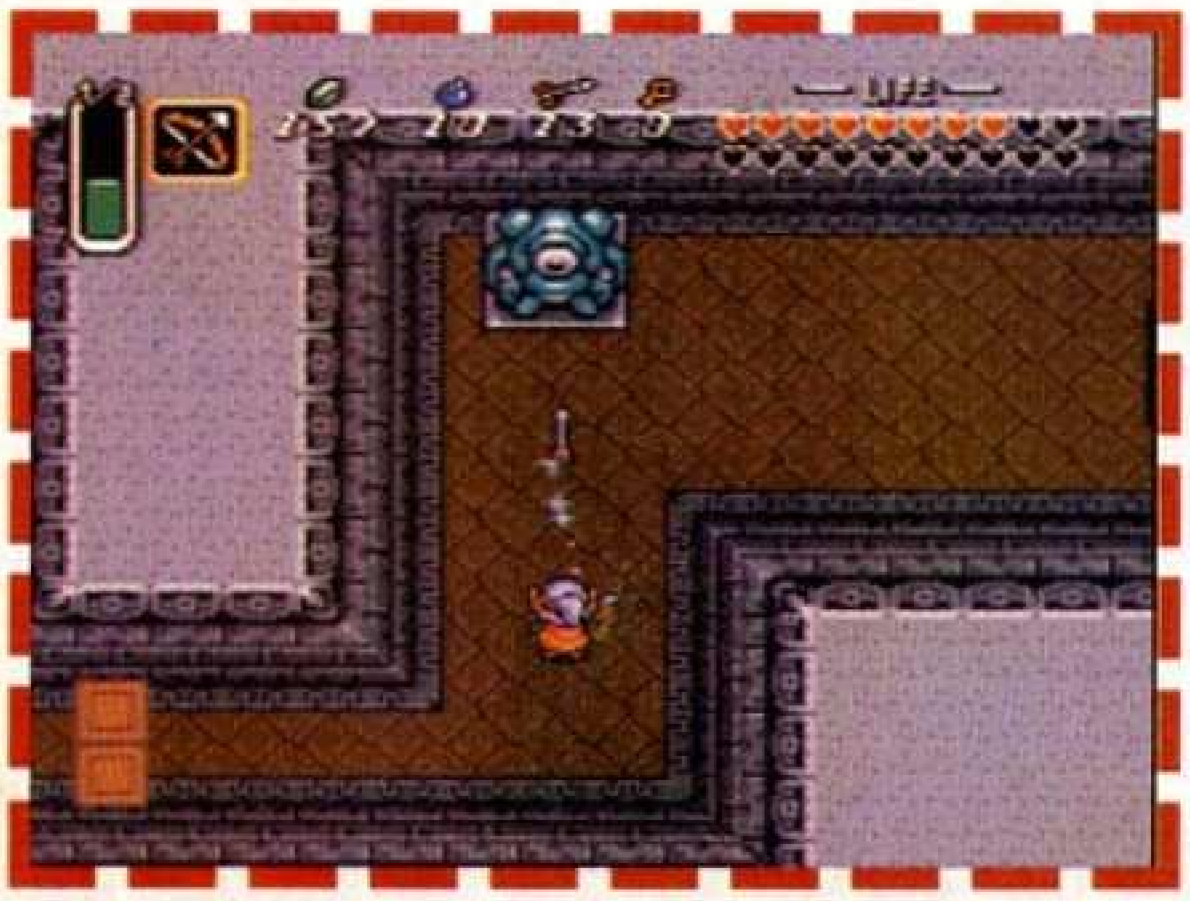
I'M STUCK IN THE DARK PALACE!

That's not a question - it's a statement! However, I think finding the Hammer will solve most of your worries. It is to be garnered from a chest sticking out into the Abyss in the top-left corner of the Palace. Reach it via the dark maze room found at the end of the long disappearing bridge. From the dark maze there is a secret passage which leads back out to the bridge room. Use the torch to reveal the crack and a bomb to open it.
Phew! Still listening? Now use the Hammer to beat any of the strange obstacles with faces (they are actually stakes) which block your way. Also use the hammer outside to beat in wooden stakes.



I'M STILL STUCK IN THE DARK PALACE!

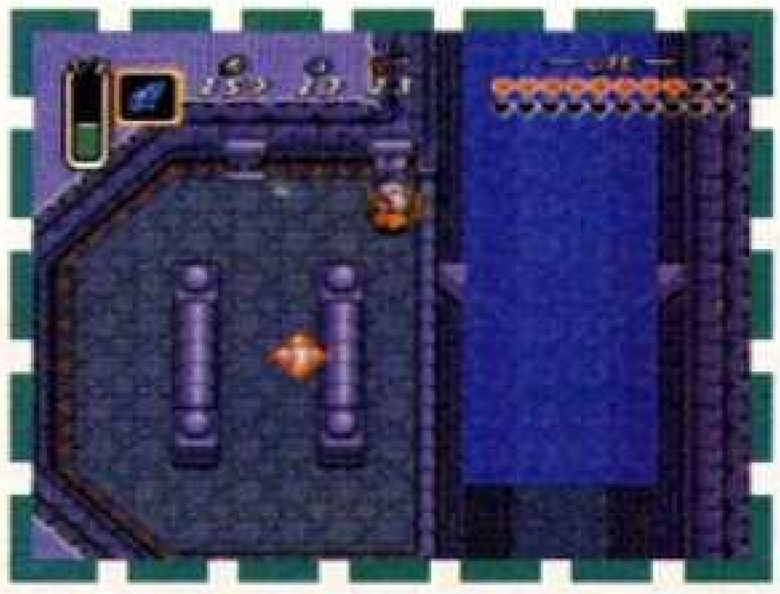
Lumme! Do you want this spelled out? If you have the hammer you want to head for the dead-end with the Cyclops statue. Just shoot him in the eye with an arrow, and get on with the blinking game!



HOW DO I GET THE FLUTE?

You first must travel to the Dark World, and go to the place which resembles the Haunted Grove in the Light World. The boy won't disappear. Instead he gives you a shovel. Use this to dig up the flute in the Haunted Grove of the Light World. Bring it back to him, and he finally goes to rest - as a rather sad tree.

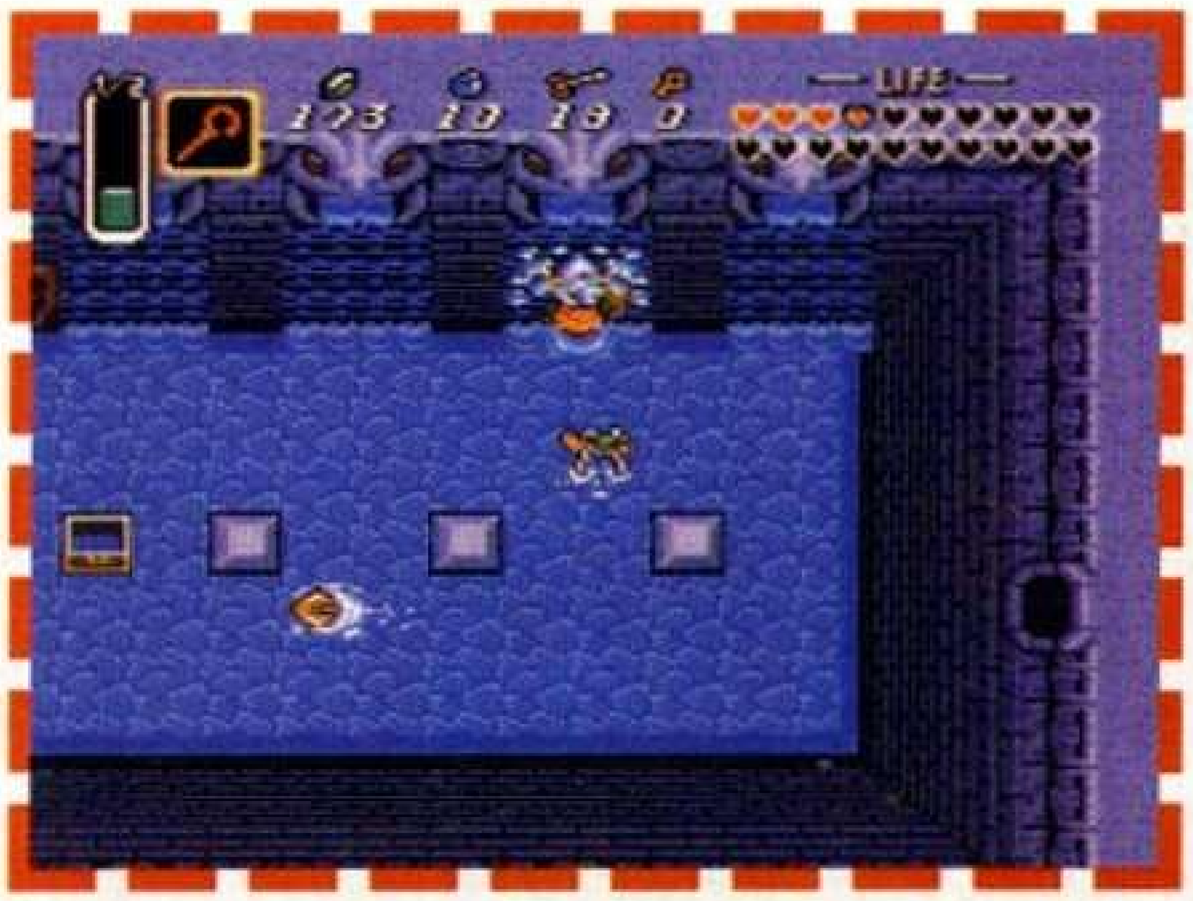
HOW DO I REACH THE HIGH LADDERS IN THE SWAMP PALACE?



Lateral thinking required here!
The corridors of the Dark World Palace is dry, those of the Light World are not - so go back to the first room of the Light World and turn the capstan.
When you return to the Dark World (using the nearby warp at the swamp statues) the corridors of the Swamp Palace will be filled with water, and you may swim to new levels.

HOW DO I GET THE CRYSTAL IN THE SWAMP PALACE?

The boss of the Swamp Palace lies in a complex of rooms located beyond the chamber with the three waterfalls. The entrance to this complex lies behind the far-right waterfall. Just walk on through. Before you face the boss it is essential to pick up a new weapon called the Hook Shot. You find this in the large centre chamber of the first basement, and you need to understand how it works to leave that room by the right exit.



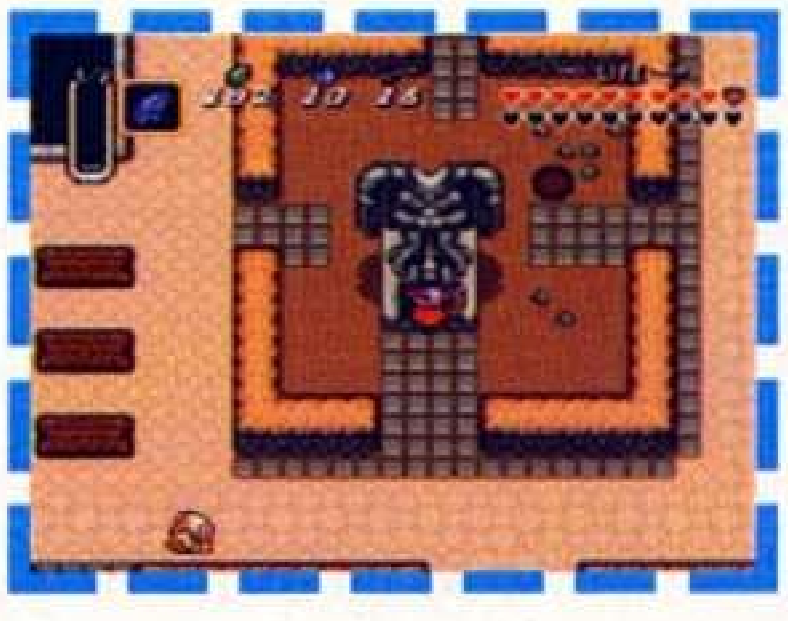
HOW DO I GET THE FOURTH CRYSTAL?

This crystal lies in the far Northwest of the Woods. To enter the final chambers you need the Flame rod to burn the skeleton creature that marks the entrance. The rod is locked in a large chest, reached by pulling the left most lever in the room to the north of it, to flatten the wall.

IAL ANSWERS

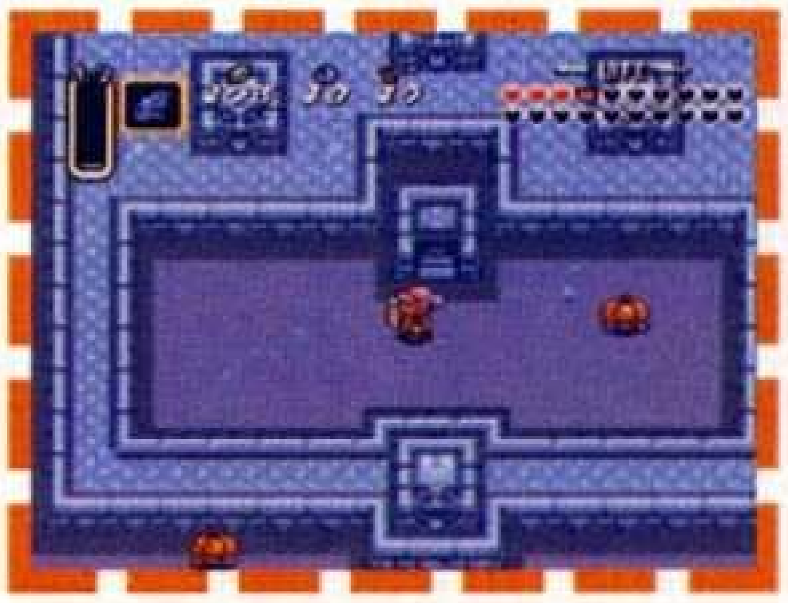
WHERE IS BLIND?

Blind is disguised as a little girl, held in the deep dungeon of Gargoyle's domain. The domain lies beneath the statue at the heart of the Village of Outcasts, and an entry must be forced with a bomb. To see the real Blind, lead the girl into light.



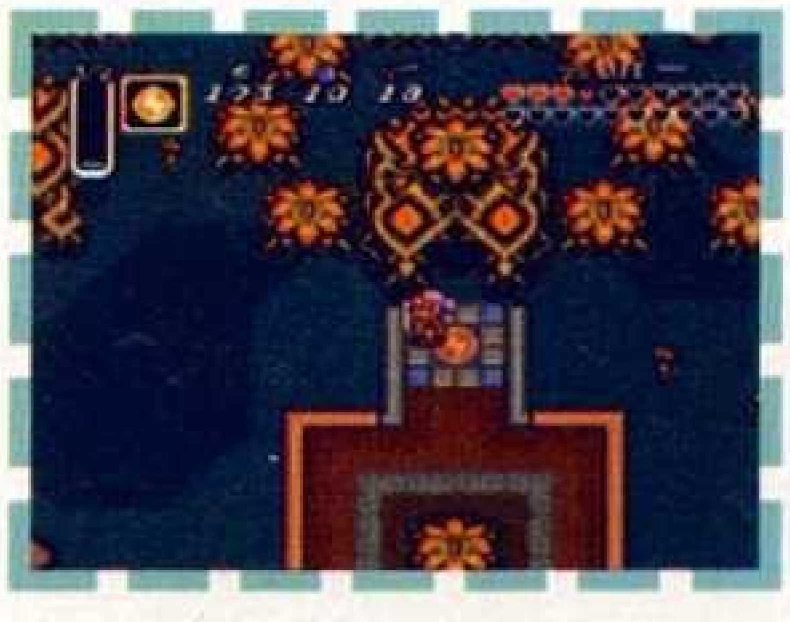
HOW DO I GET INTO THE ICE DUNGEON?

Use the warp tile on the island of the Light World, to get into the Ice Dungeon compound. Make sure you have the Bombos medallion first.



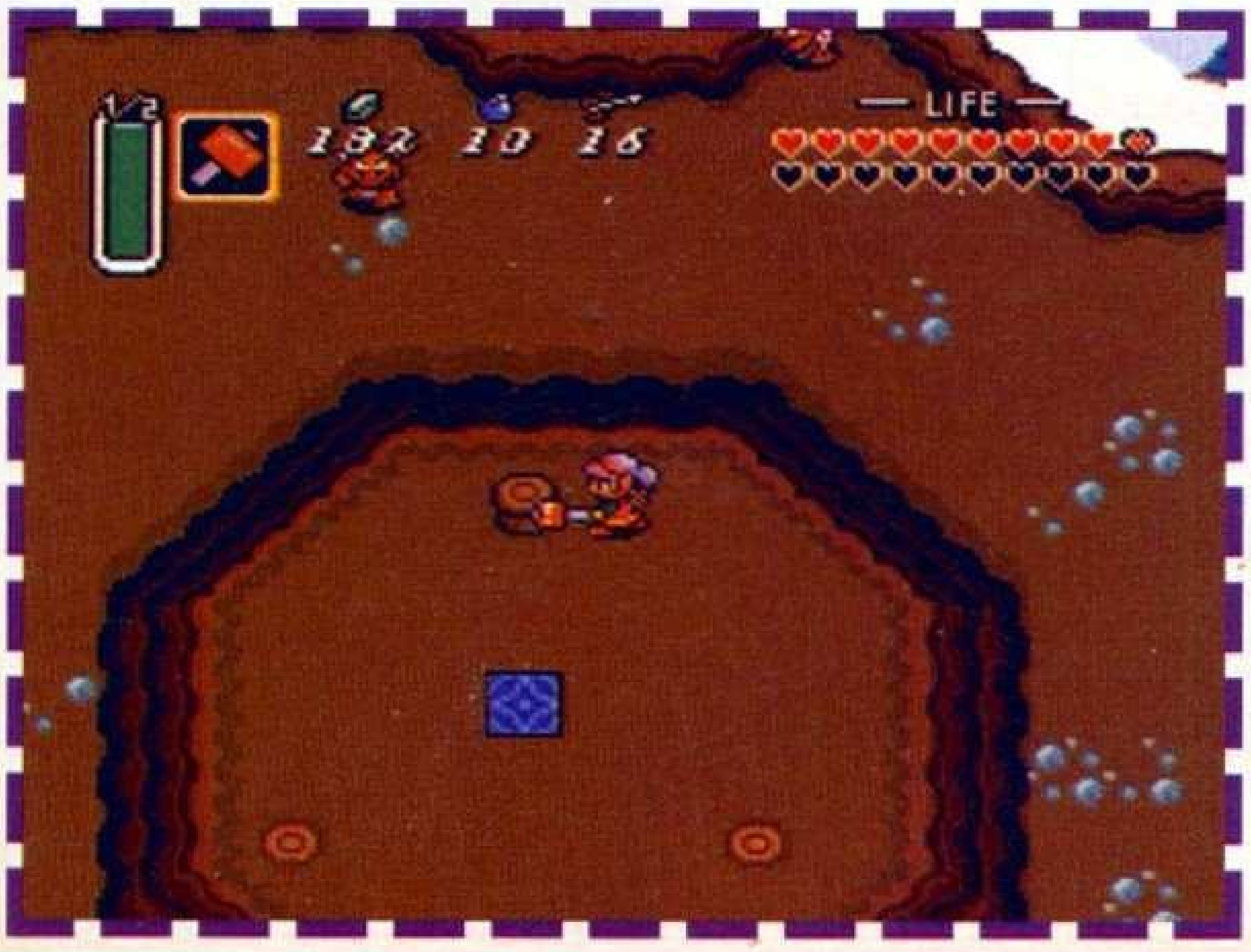
WHERE IS THE ENTRANCE TO MISERY MIRE

The entrance is revealed by raising the Medallion of Ether on the spot marked with the same symbol. Inside the Misery Mire, you must light the four torches near the room with the lattice floor to proceed.



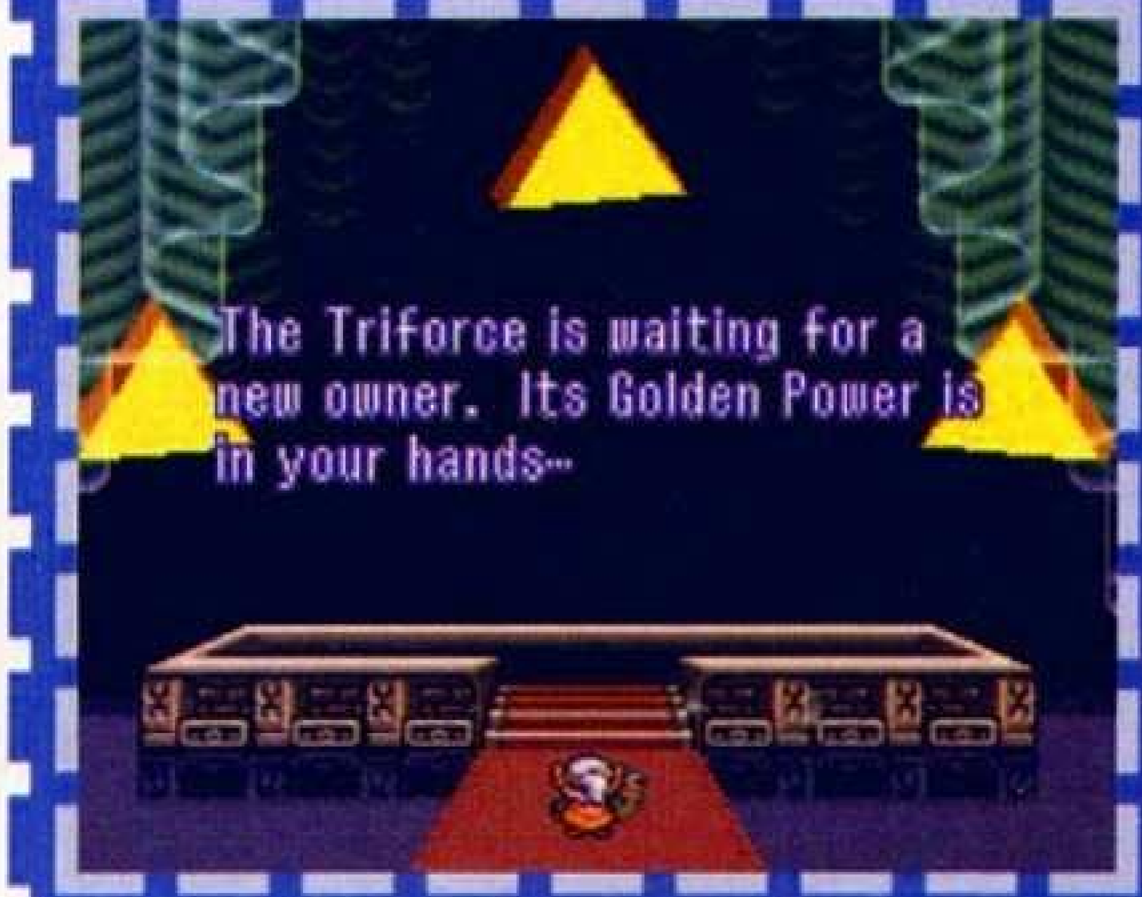
HOW DO I ENTER TURTLE ROCK?

Briefly, cross the bridge on Death Mountain with the Hookshot. Once at Turtle Rock use the mirror, and climb up the mound. Hammer the stakes in the order; right, middle, left. Go through the warp, and use the Quake Medallion on the symbol.



THE NEW TRIFORCE

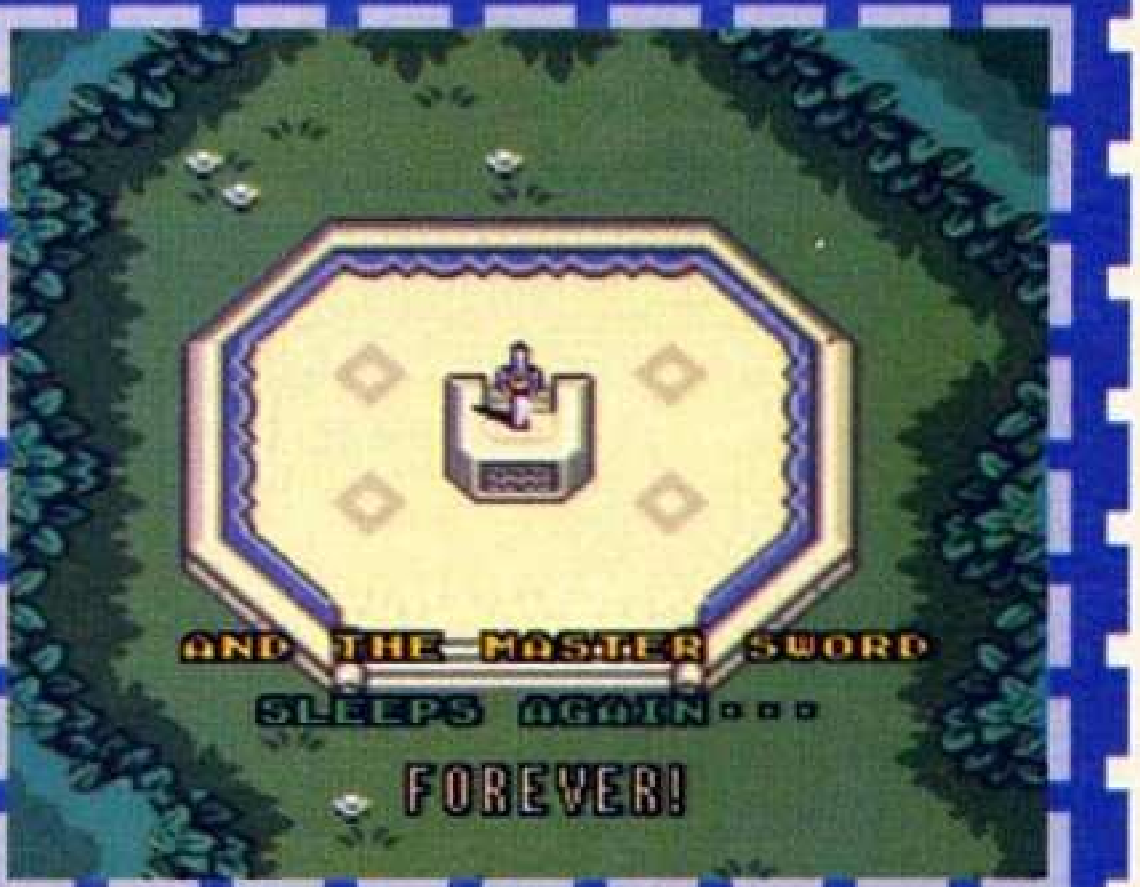
The evil is conquered, the door of the Pyramid crumbles to let the Hero come into the presence of the Tri-Force. On an altar, surrounded by stars, and glowing with celestial power, the three elements of the mystical power come together, and present a trembling Link with this message:



The Triforce is waiting for a new owner. Its Golden Power is in your hands…

NEW HYRULE

Link closes his eyes, trusting in the calm voice that emanates from the Triforce. All he has to do is dream of past glories, and will them to come true. His first thoughts are of Zelda and her father, the King of Hyrule. In his mind's eye he sees his triumphant return to the Palace. Then, he thinks of his friends: Sahasrahla, returning from exile, The Mountain man, the holy man who he had found dead at the Sanctuary, now restored to life. Then his thoughts turned to the many people whom he pitied throughout his adventure, including the poor piping boy; now he is happily restored to life. Many of the places of Hyrule are now safe and cleansed of evil, as Link's view finally settles on the Master Sword, returned to its quiet grove, at peace forever...



AND THE MASTER SWORD SLEEPS AGAIN...
FOREVER!

THE END?

アクスレイ
AXELAY
TM
START
SET UP
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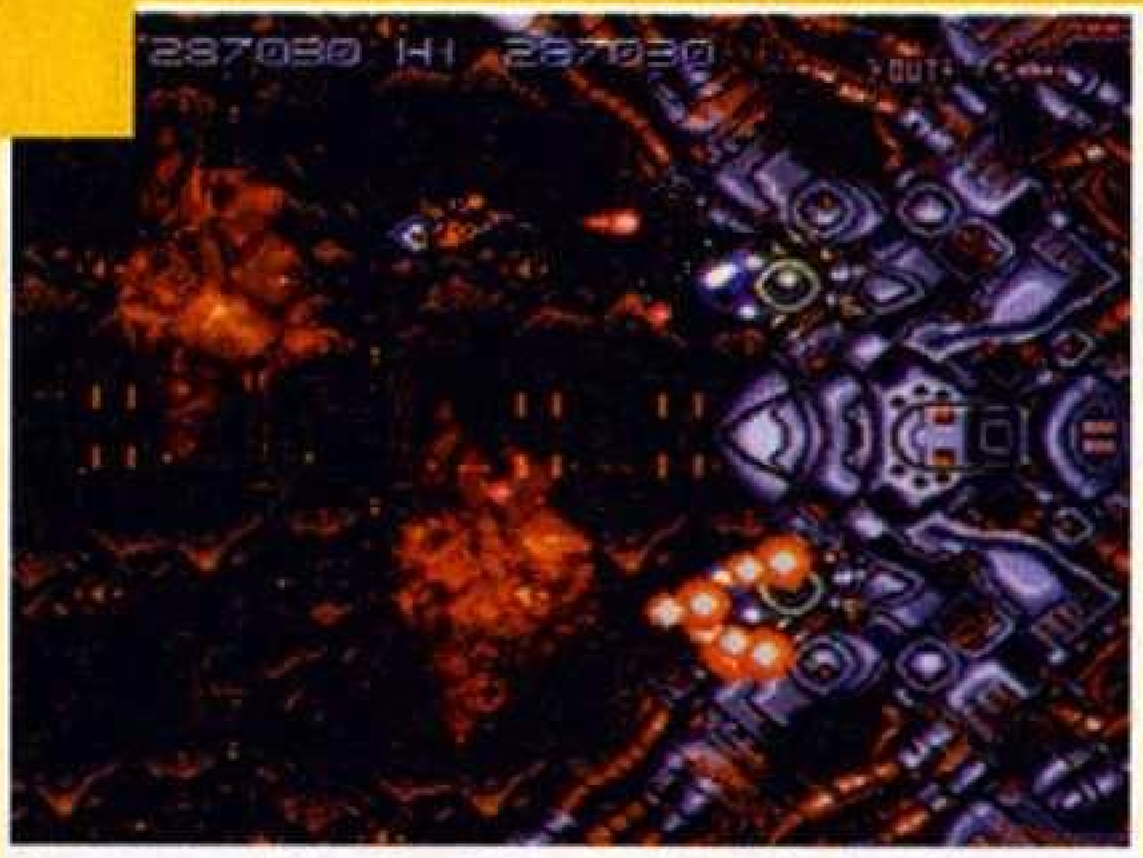
CREDIT 7

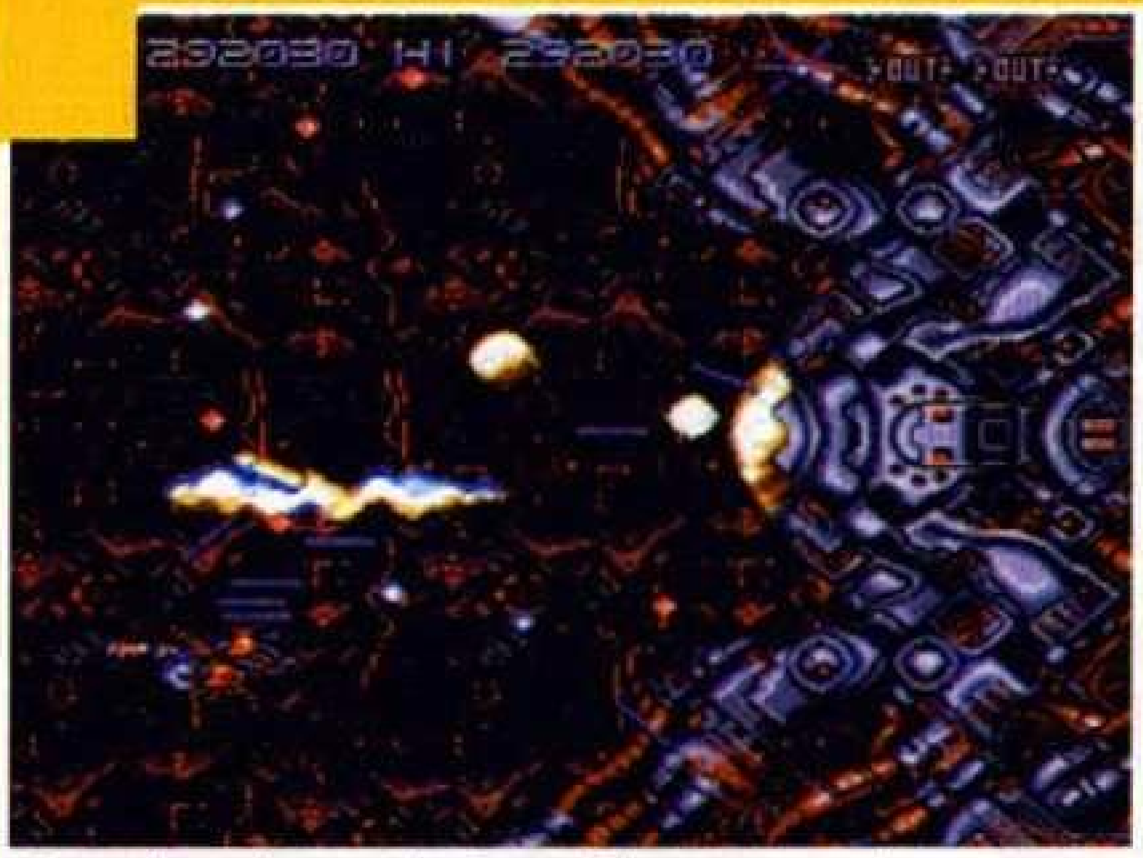
WILL YOU EVER

AXELAY

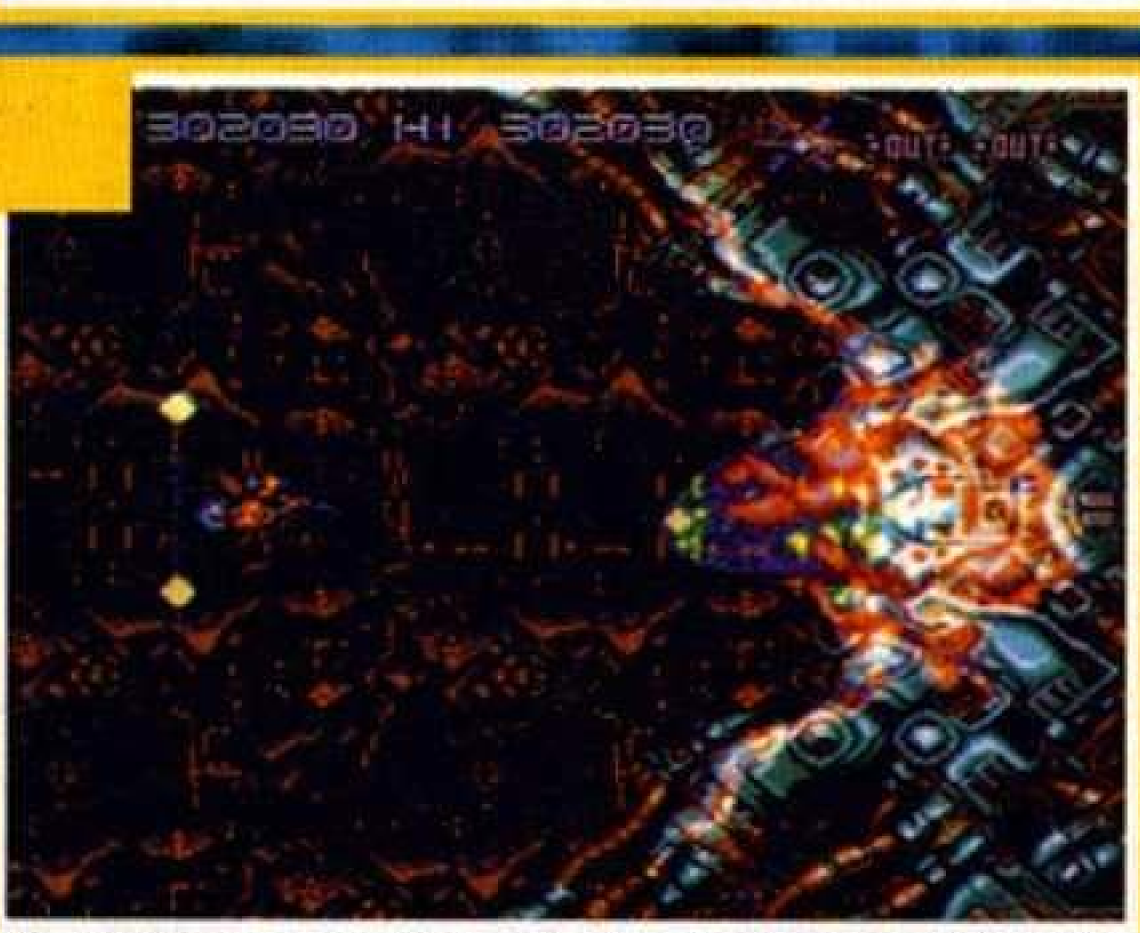
Still having sand kicked in your face by other 'harder' gamers? You sad man. Anyway here's Doctor Gary Harrod's mega guide to the end boss of that top shooter - Axelay...


287030 HI 287030

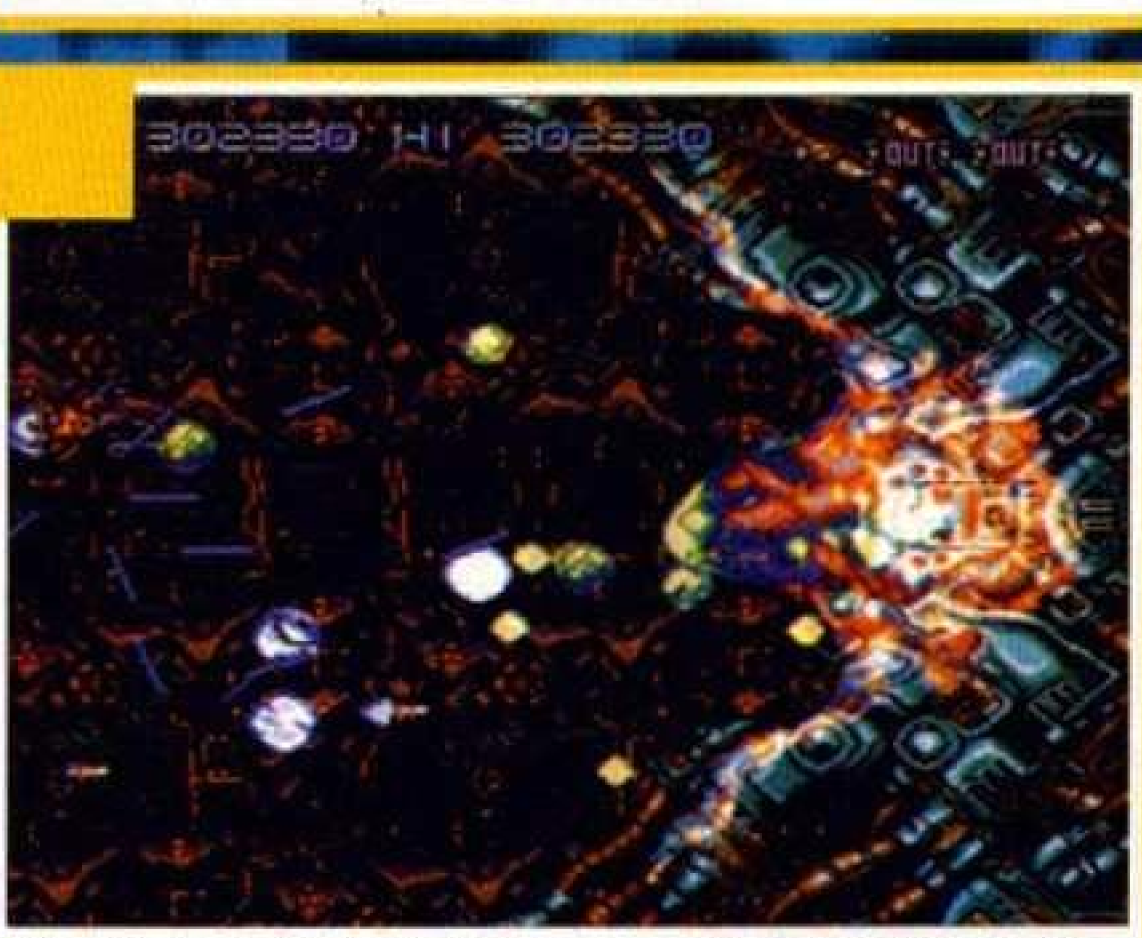
The Master of the Dark Empire himself. Blast the two blue orbs whilst avoiding the spinning rocks.The rocks rotate clockwise then anti-clockwise and so on.


292030 HI 292030

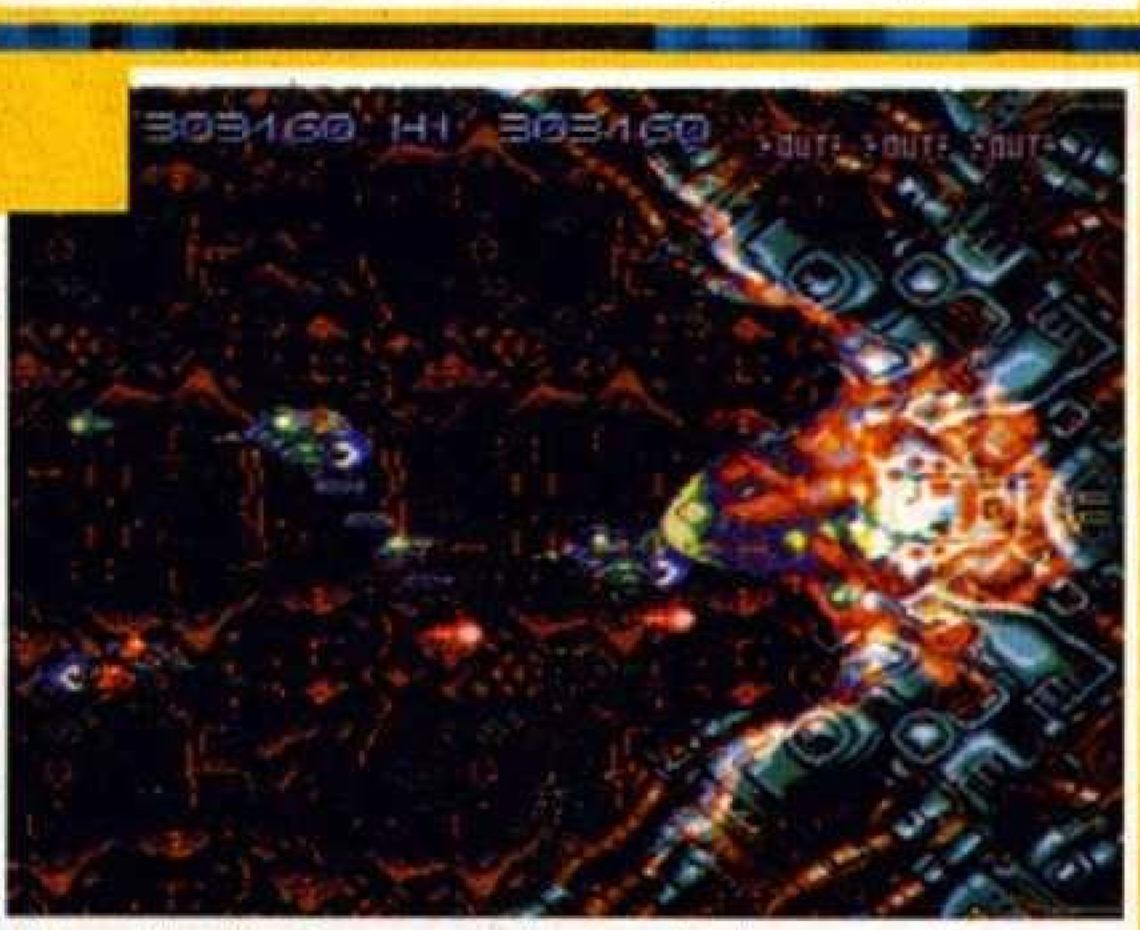
Once the orbs are destroyed then a central eye appears. The eye attacks ferociously, so skillful flying is required. Round Vulcan is the ideal weapon here.


302030 HI 302030

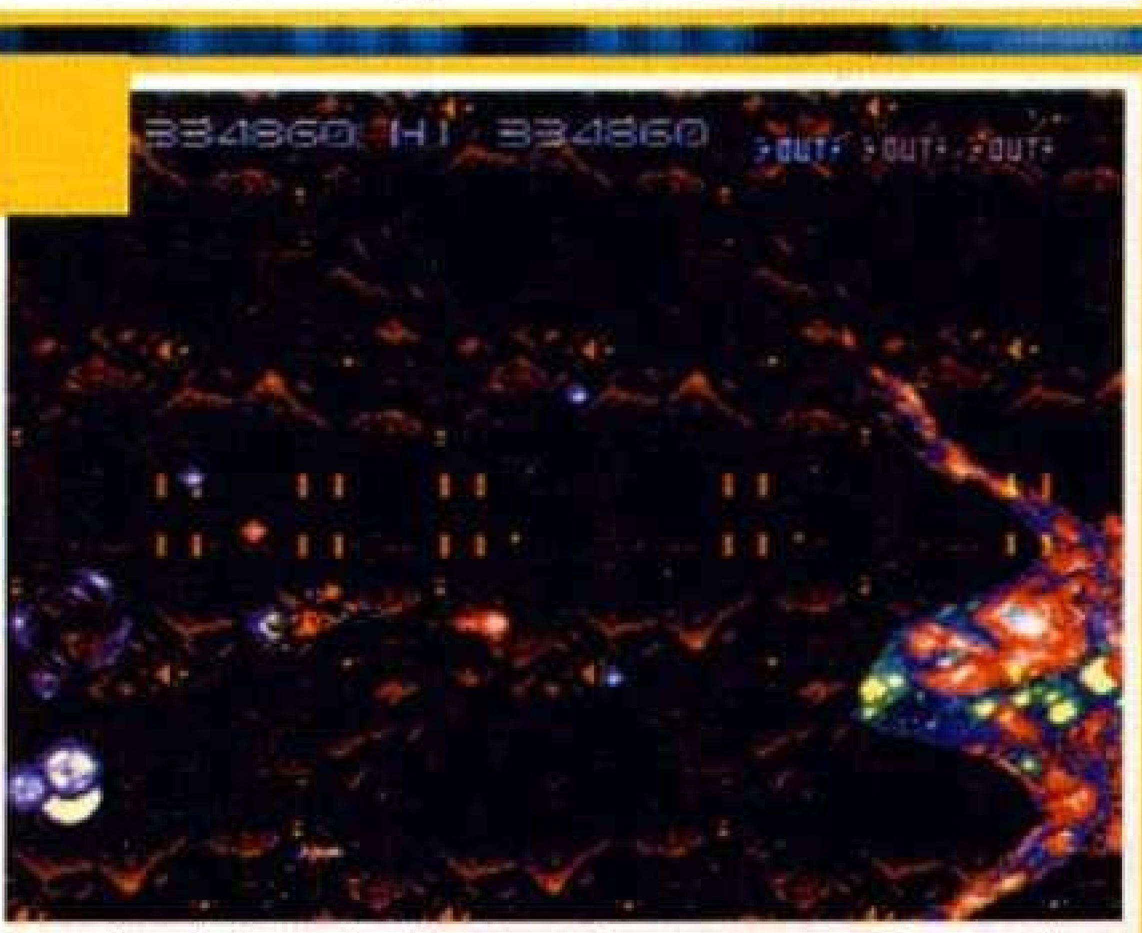
Destroying the eye forces the Master to reveal himself. Ugh! The Master sends two meteors to scan your ship. Neither attack and are immune to your weapons.


302330 HI 302330

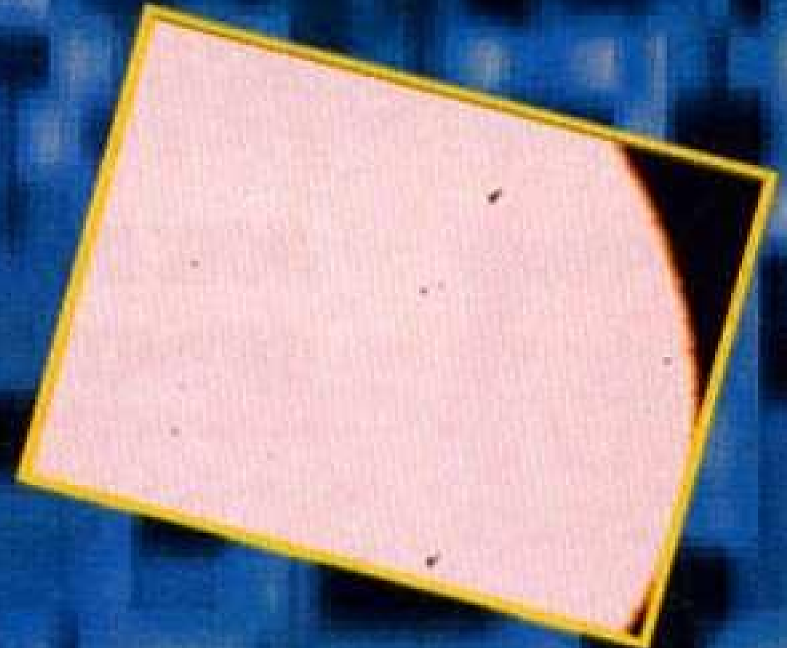
The Master's first attack wave consists of a shower of meteors. Select Round Vulcan to blast the meteors whilst concentrating your attacks at the Master's face.

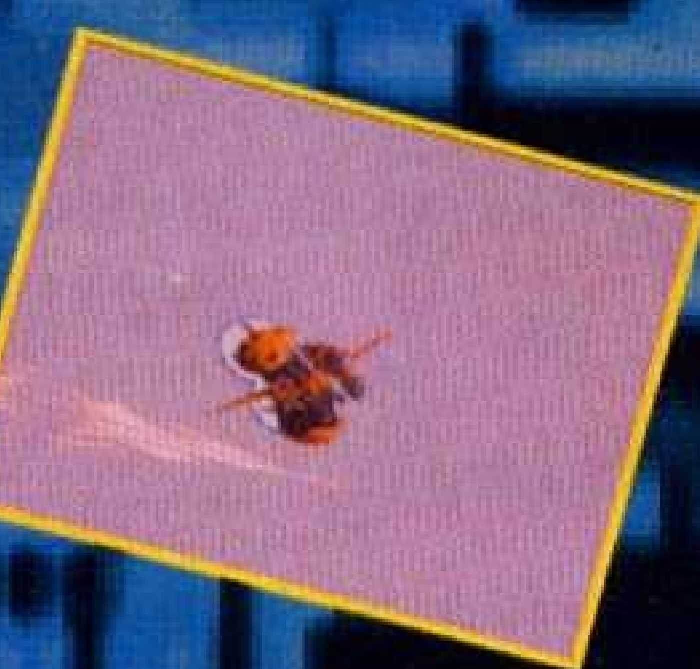

303160 HI 303160

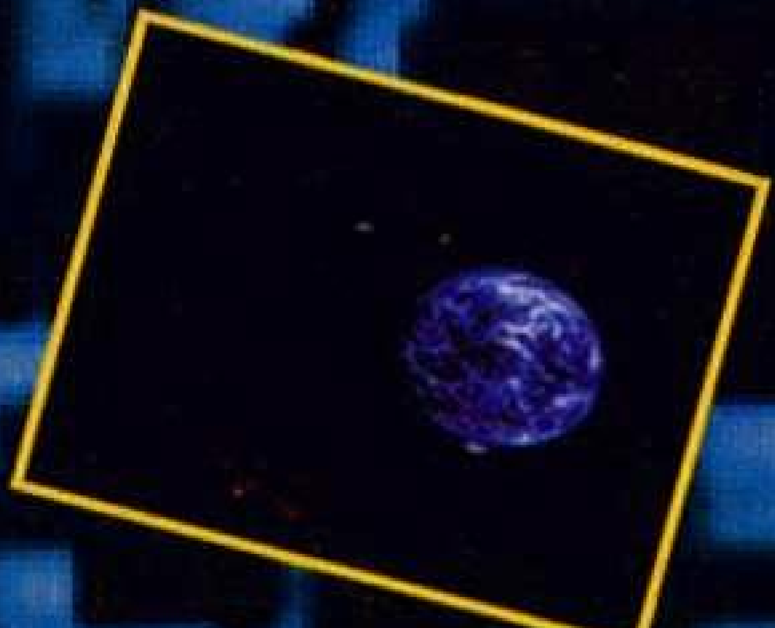
When the Master scanned your ship he was able to construct psychic equivalents that mimic your every move. Avoid them and keep blasting at the Master.


334860 HI 334860

Sensing defeat, the Master tries to escape. Pursue the Dark Emperor down the exploding corridor and continually blast at his sqidgy body to seal his doom!







Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

EACH THE END?

SPACE MEGAFORCE

How do you restore peace on Earth with only an ED-057? It's as simple as this - Just take the example of esteemed game surgeon Dr Harrod twice daily after meals...

STANDARD 1500000 SHORT 300000
SPACE MEGAFORCE
TM
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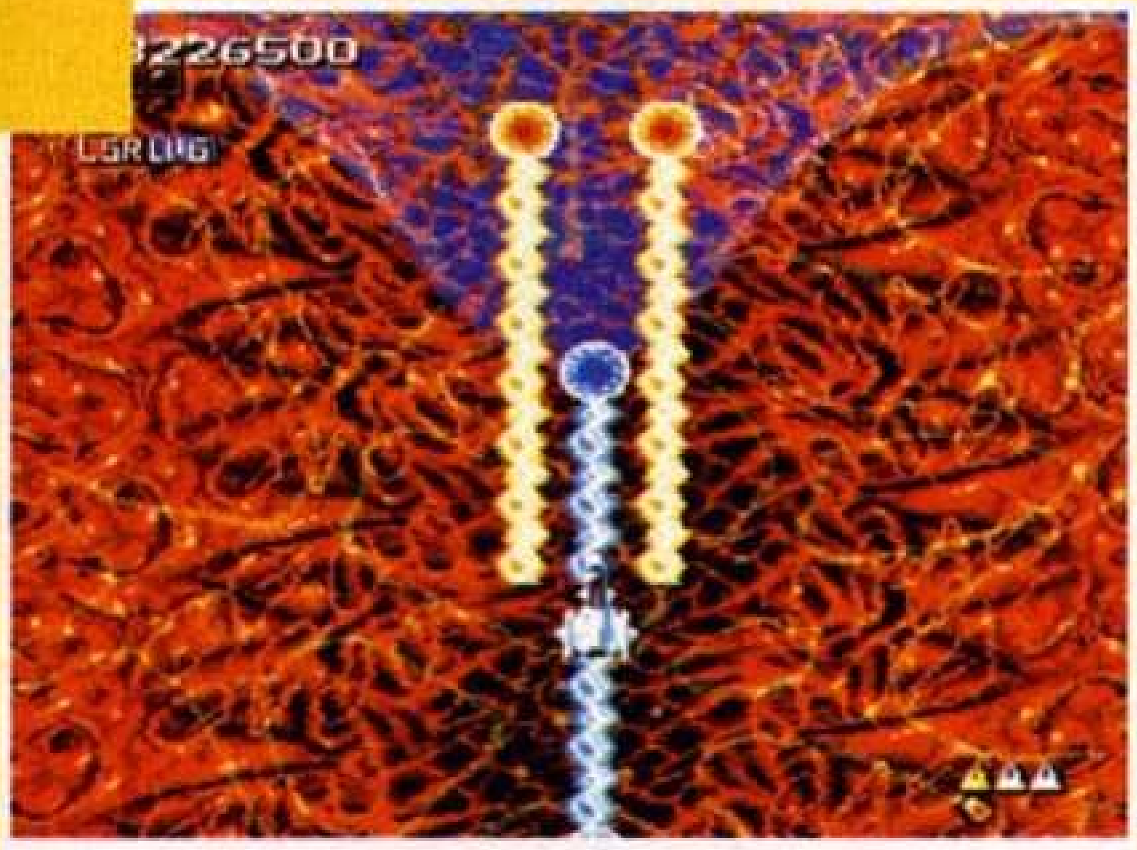
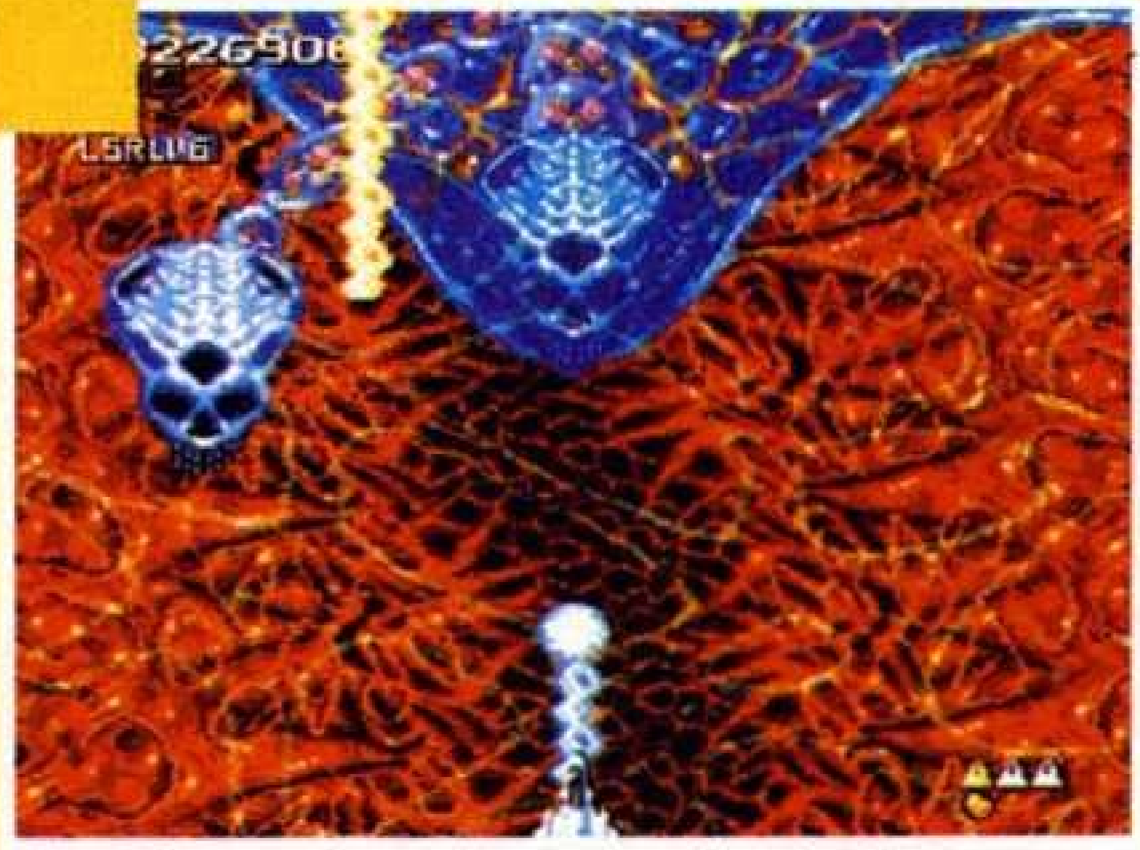
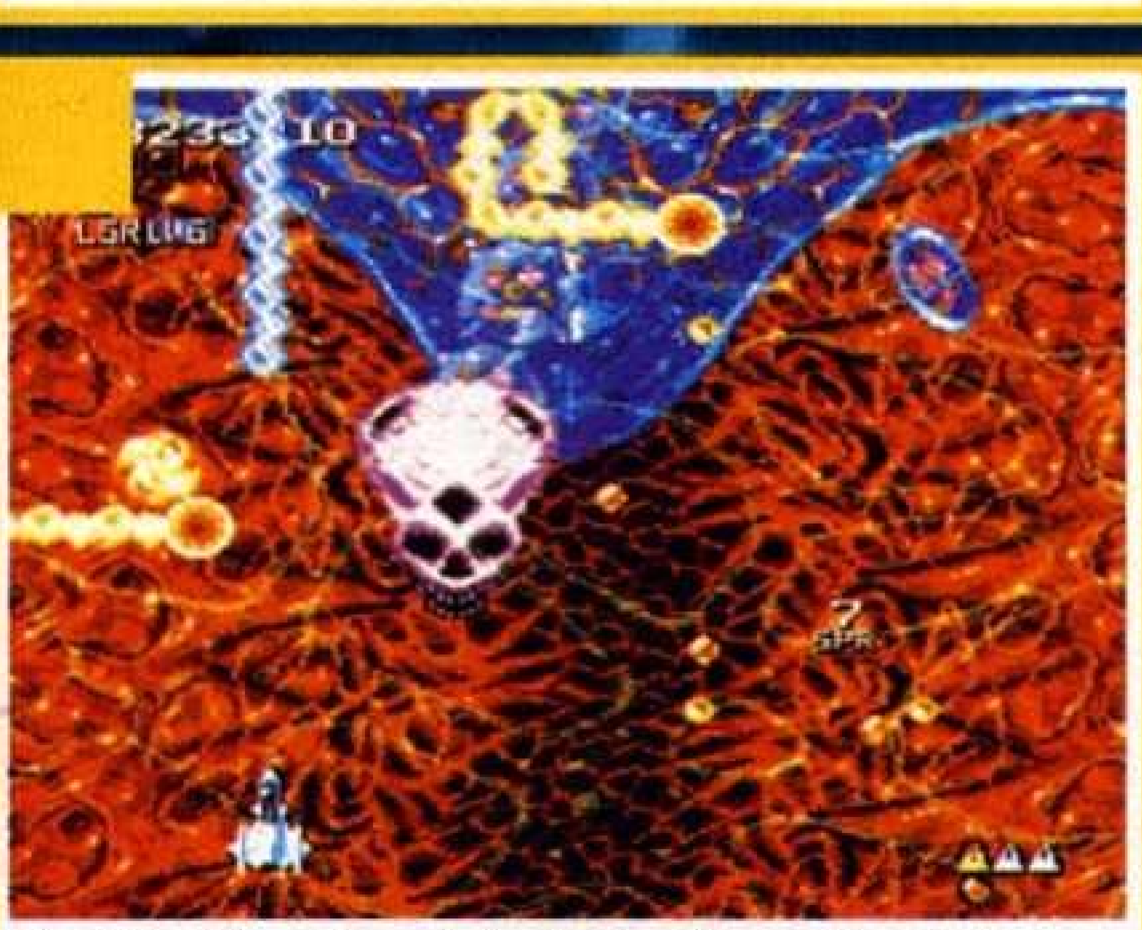

3226500
LSR LV6

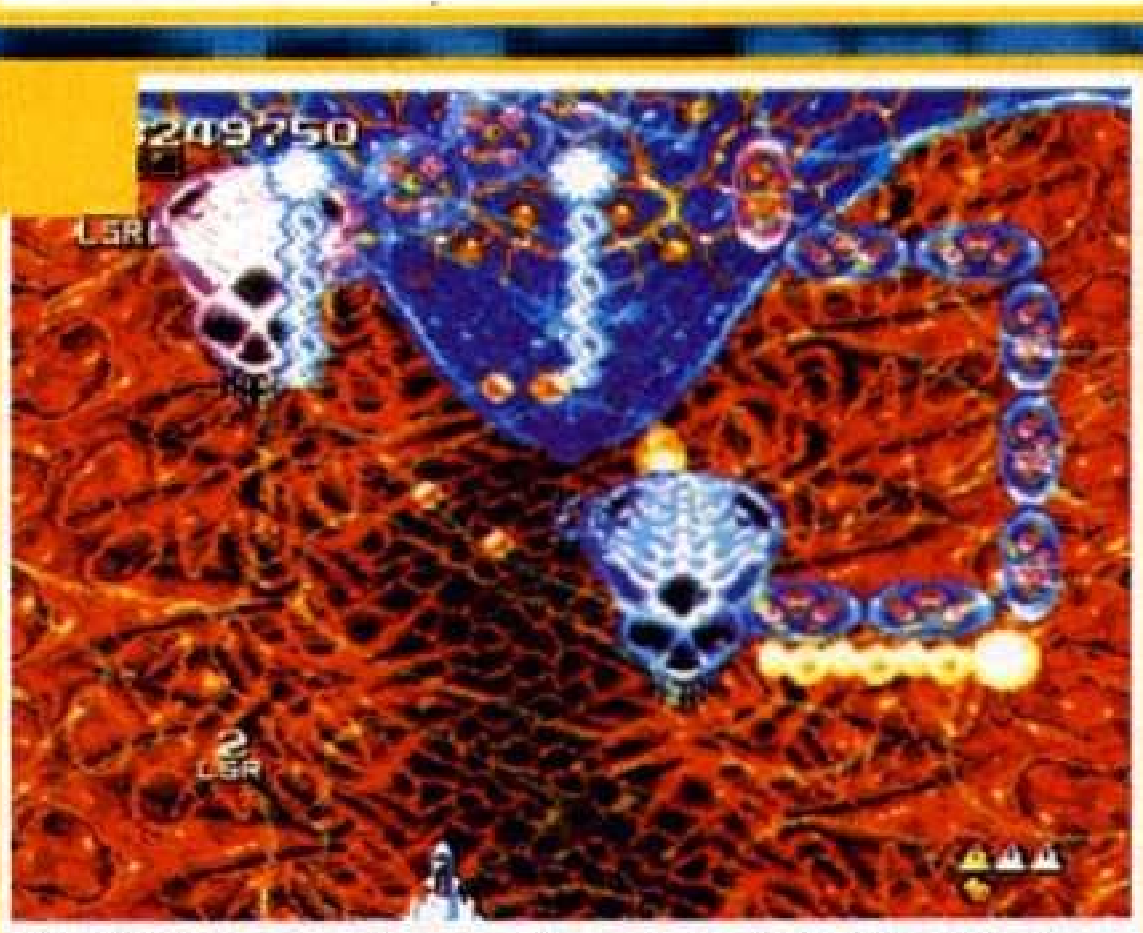
Deep inside the mysterious object lies the Evil Enemy! Look upon its face with horror as it forms in front of your very eyes. Gumph!


3226900
LSR LV6

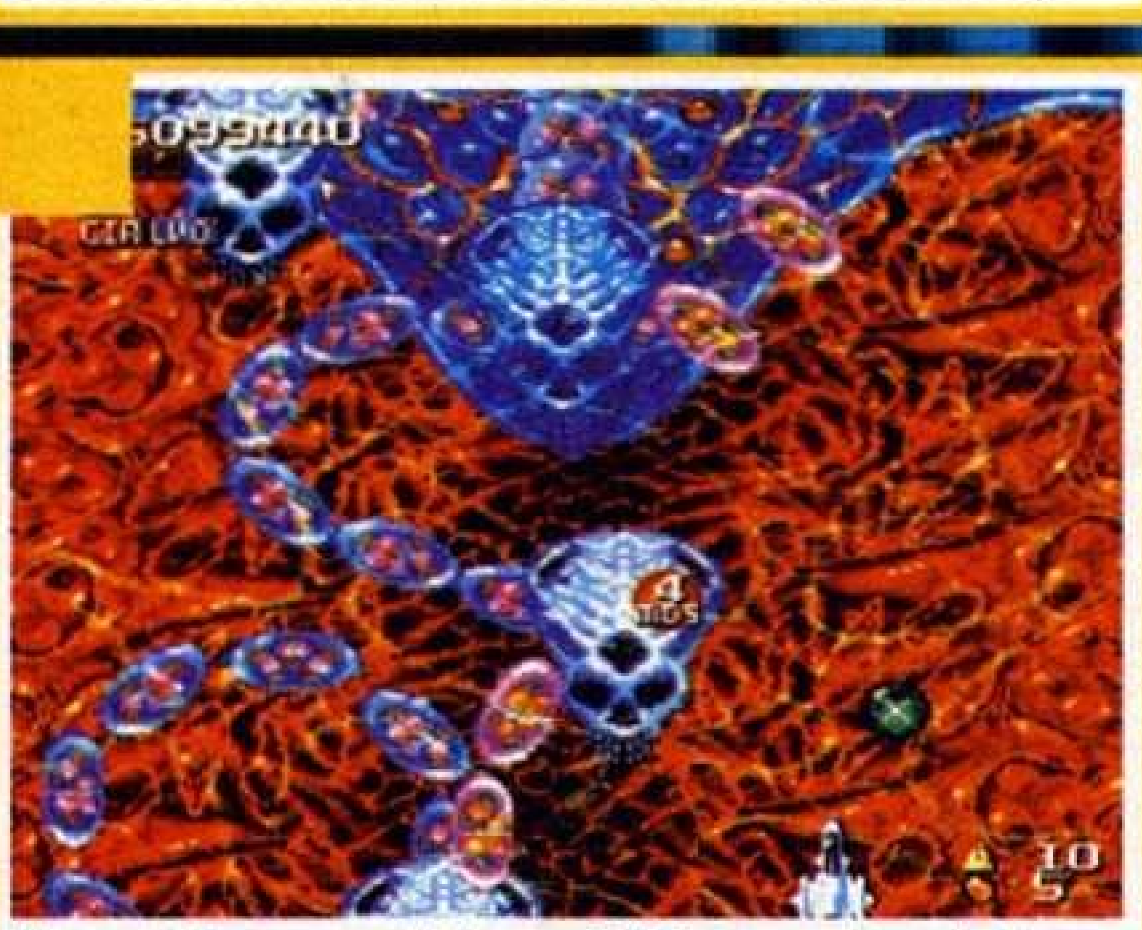
The Evil Enemy has only one head but is able to create horrifically realistic duplicates with which to attack you. These clones attempt to ram your ship. Schloop!



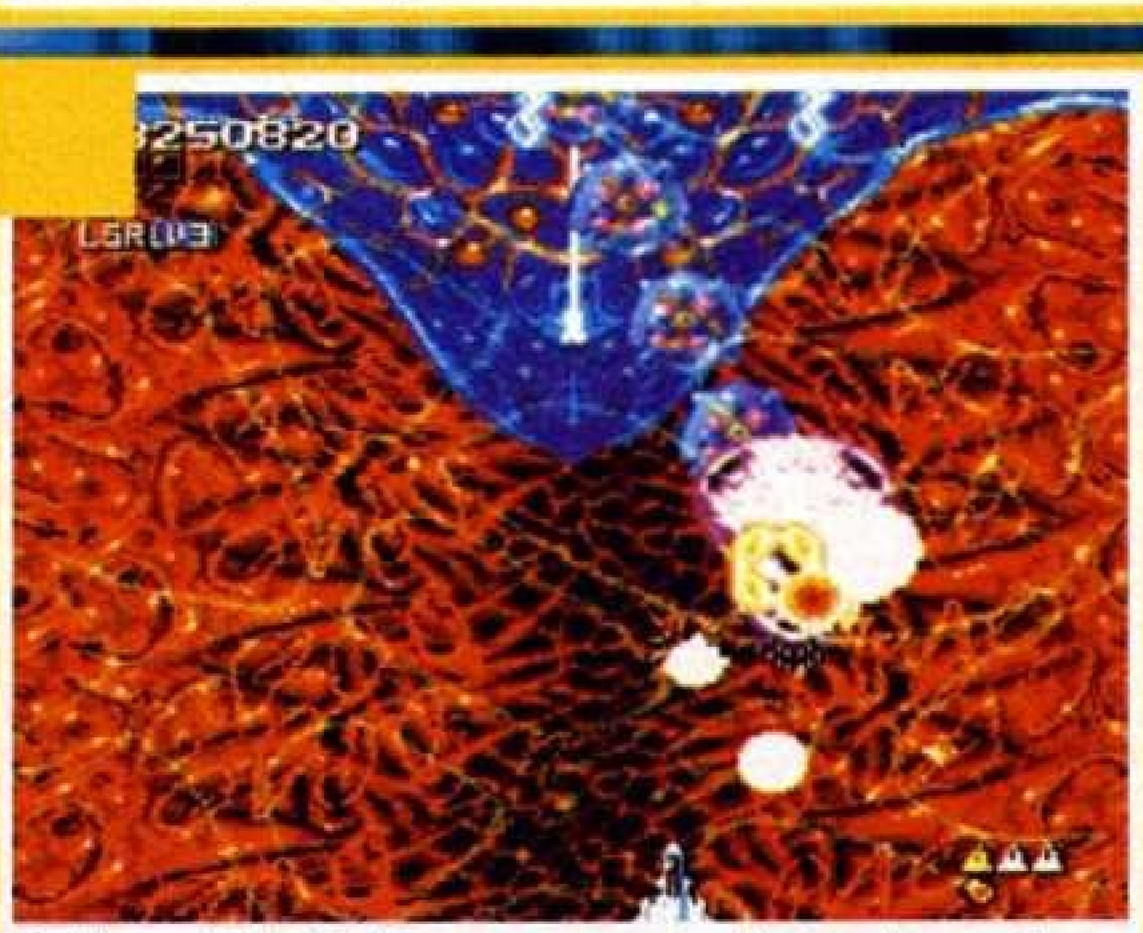
Blast the clones' heads to destroy them. The destruction of several clones forces the 'real' Evil Enemy to come out of his protective shell and attack! Schleng!


3249750
LSR

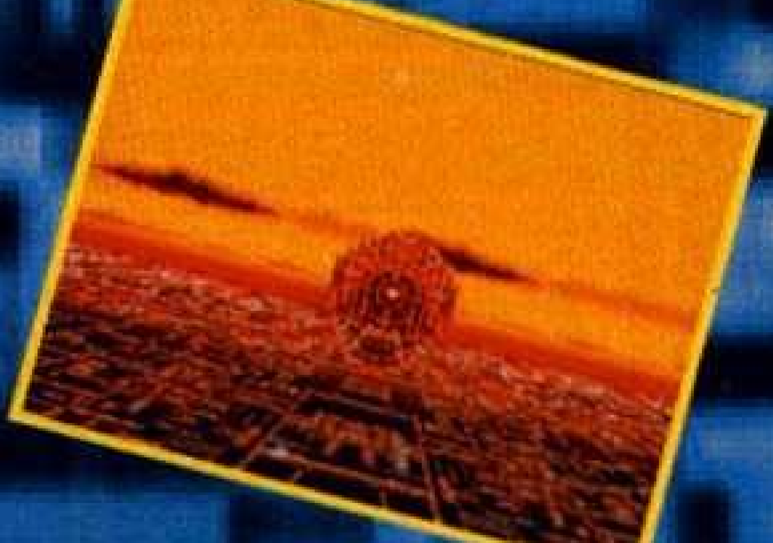
The Evil Enemy attacks with a spray of bullets which you must avoid. Shoot his pink head but remember to take out any nearby clones. Yaroiinks!

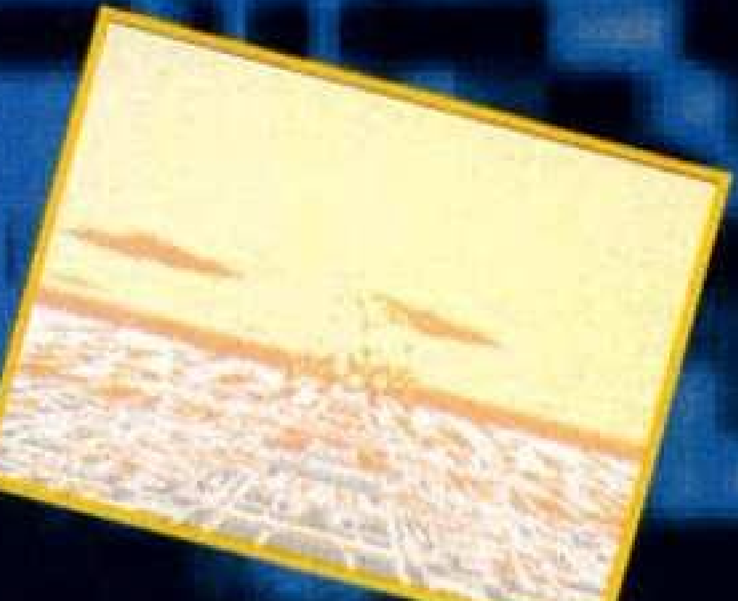


Upon taking several hits the Evil Enemy takes shelter in its shell. Keep blasting the clones untill his pink head reveals itself again.


3250820
LSR LV3

Kablooey! The Evil Enemy cannot withstand a continous assault and implodes with a terrific explosion.Hurrah!





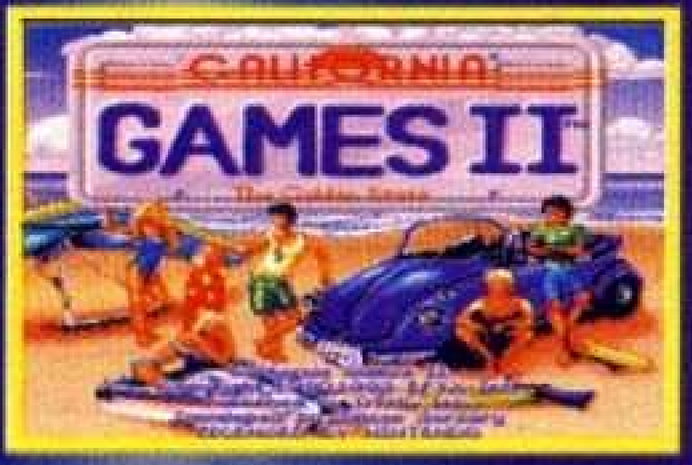
HI-SCORE 8250820
FINAL SCORE 8250820
MODE NORMAL
©1992 TOHO CO.,LTD./COMPILE

SUPER NES

8
PLAYER

8
MEG

SPT
GAME



PRICE:TBA
BY: DTMC

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
EASY/AVERAGE

CONTINUES
N/A

SKILL LEVELS
ONE

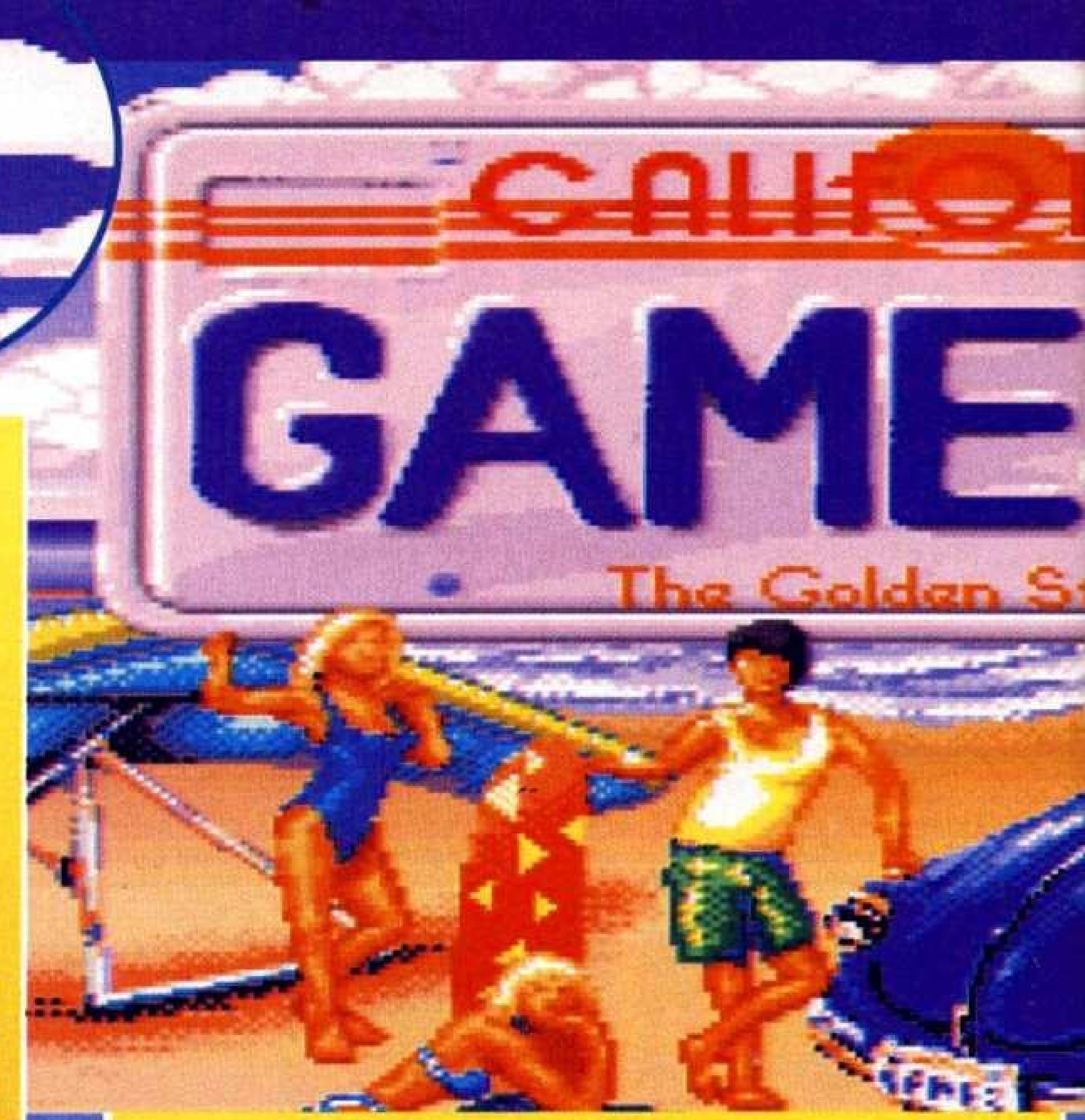
RESPONSIVENESS
FAIR

1ST DAY SCORE
PLAY FOR MORE THAN TEN MINUTES

ORIGIN
Converted from Epyx's PC original, California Games II supposedly offers all the hipness associated with Californian beach-life. Hmmmm...

I can't believe it. Some nine months after Wayne's World and its assorted 'hilarious' phrases have been and gone, along come DTMC with a game which fair revels in such 'hip-speak'. Thus, in an attempt to make us dull Brits appallingly fashionable, we are all cordially invited to attempt a range of the Sunshine State's most favoured sports. Yes indeed, er, dudes. California Games II offers a lifeline to anyone seemingly doomed to wimphood for the rest of their life.

From the safety of an armchair, the dangers of skateboarding, hang-gliding amongst others are on offer, with points awarded for particularly tricky manoeuvres. Great. Well, just think, with all the latest fads such as skateboarding available (I hope it catches on here), the possibilities for a third in the series are endless. I can see it now: 'California Games III - featuring crab baiting, skin peeling, and farting about with a beach ball.' I can hardly wait...



▲ Yes, erm, chilling with the er, homepersons, er dude. I think.

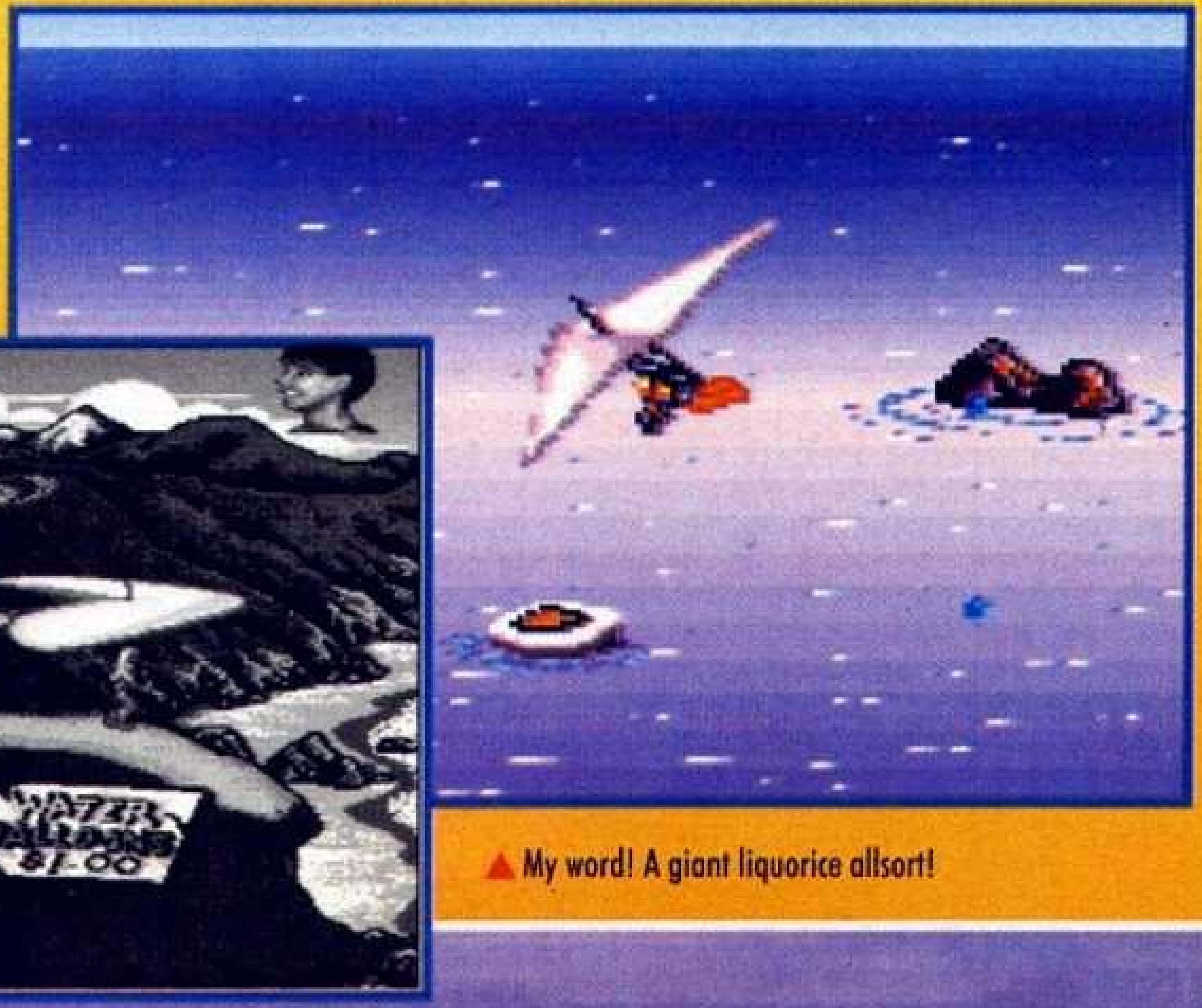
VERY EVENTFUL

California Games II comprises five events, each of which offer bundles of points for especially skillful beach bums. Here's a guide as to what's what:

Hang Gliding:

Standing precariously on the edge of a cliff, a windsock indicates the strengths of the updraughts and whether it is safe for the player to start their flight. Using the pad to climb and dive using the wind currents, further points are accumulated by performing stalls, swoops and other stunts. In addition, in the expanse of water below there are a number of marker buoys and hitting these with one of the water bombs the sprite has also managed to keep hold of also guarantees more points - but be careful not to hit the friendly dolphins by mistake! Once you have performed what you feel is a sufficiently impressive series of moves, returning to the cliff ledge ensures maximum points.

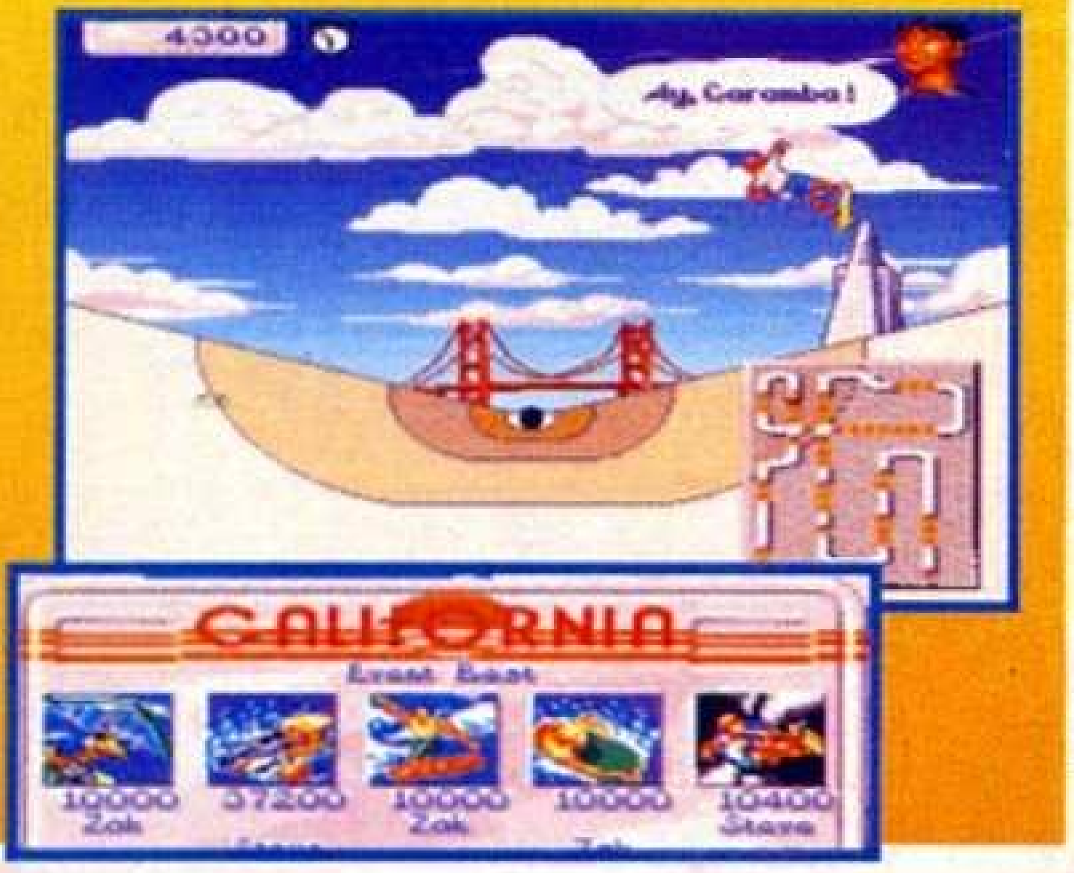
00
WATER BALLOONS $1.00



▲ My word! A giant liquorice allsort!

THE GAMES THAT PEOPLE PLAY

Created by Epyx way back in 1982, the 'Games' series was launched in the UK by Quicksilva in the form of C64 Summer Games. The main difference between Summer Games and other such joystick-wrecking competitors was that real skill was needed to succeed as opposed to forearms like Popeye's. Six months passed, and Epyx duly turned their attentions to winter sports with Winter Games. From here, Epyx were on a roll, and the titles that followed were Summer Games II, World Games and California Games. From here, though, and with the advent of the Amiga and ST, it soon became apparent that ideas were getting scarce, and the following titles in the series - The Games: Summer Edition and Winter Edition - both bombed because the events were seen as dull left-overs from the older titles or simple rehashes. Whether any more in the series will make an appearance remains to be seen, but is also extremely doubtful.

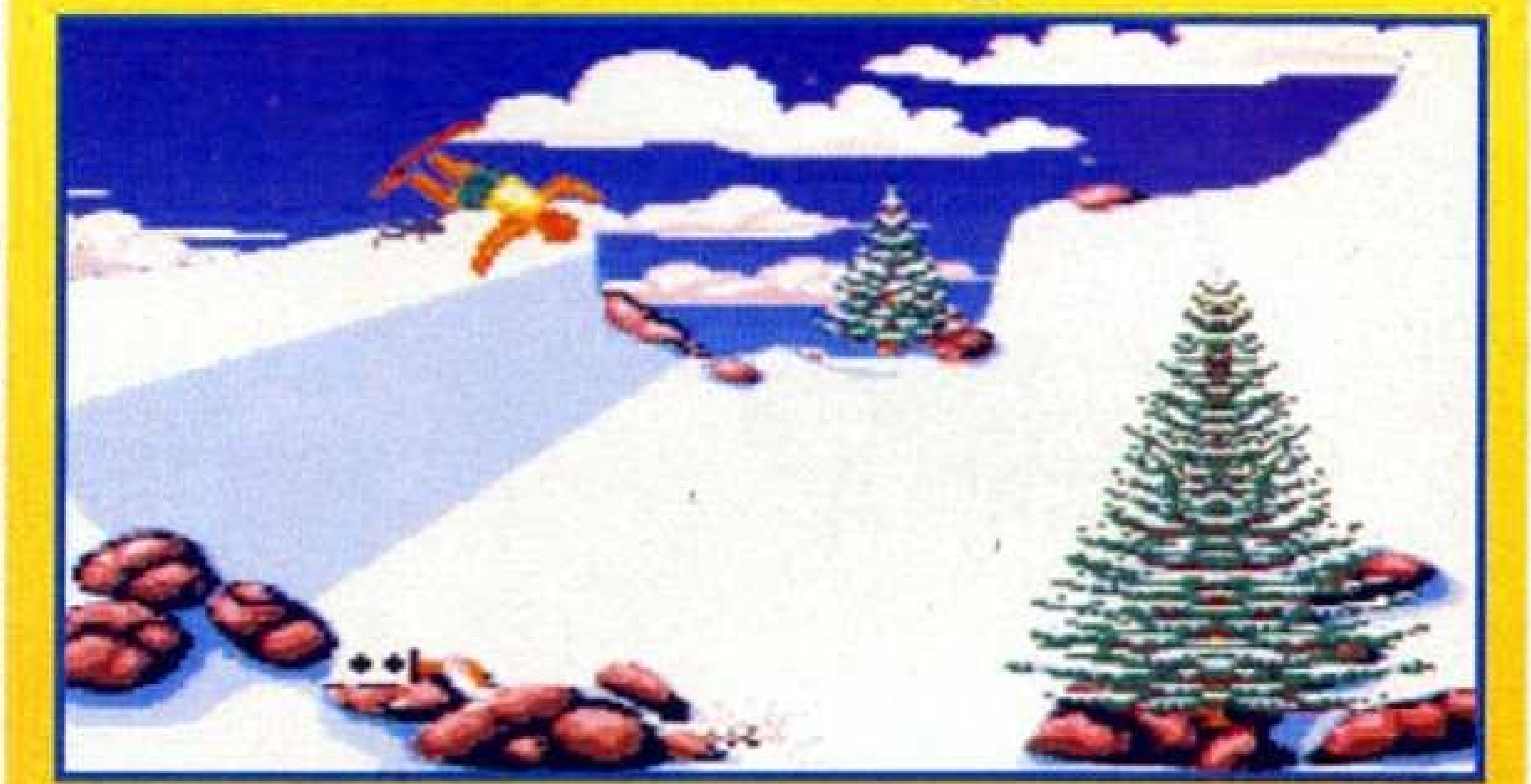


Jet Surfing:

Using Mode 7 to update the 3D track, Jet Surfing is basically an aquatic version of F-Zero, with loads of fancy moves thrown in for good measure. A series of checkpoints stand between the player and the end of the course, as do jumps and pieces of litter - both of which are worth extra points to the skillful - and tidy - jet-surfer.

▲ The ill-effects of too much curry demonstrated.

Snowboarding:



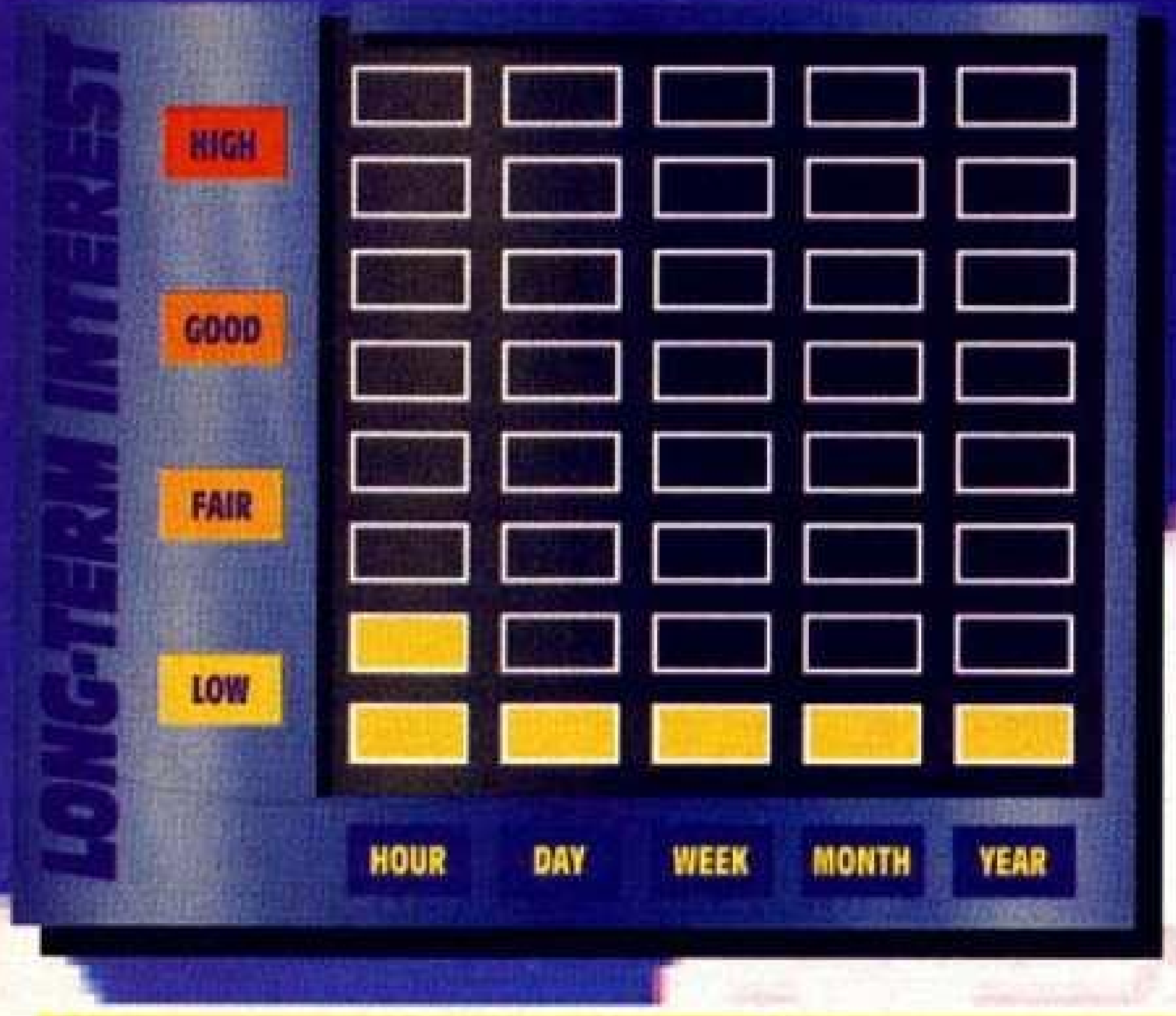
▲ Snowboard like the wind, you spawn of the Devil's trumpet, you!

Snowboarding:Mount Shasta is the largest mountain in the fictional Cally Games' range - and you, like the pillock you are, are about to stand on a tea tray and slide down it at full pelt. Using a slalom motion, the event starts with the player avoiding dry patches, jutting logs and rocks before eventually reaching a Skate Or Die-style Snowbowl within which they are invited to perform a number of stunts before progressing to a grass-covered slope.

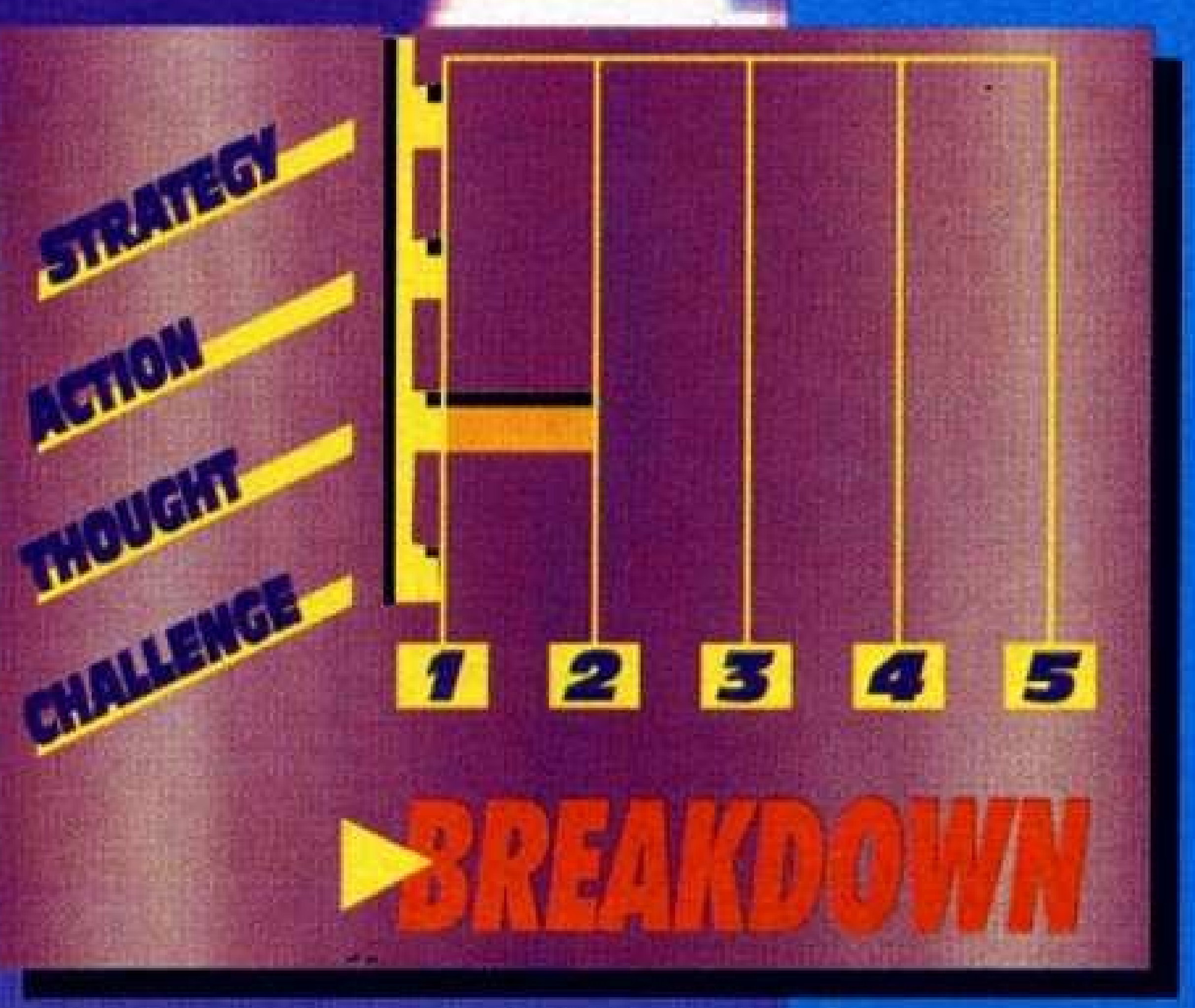
How To Control Depending on the event, the pad is used to move the player across the screen, whilst the buttons are used to activate special moves. For instance, in the hang-gliding event, the pad steers the player and the buttons turn the flimsy glider.

A	Varies between events	X	Varies between events
B	Varies between events	Y	Varies between events
L/R	Varies between events	S	**START:** Pause **SELECT:**Nothing

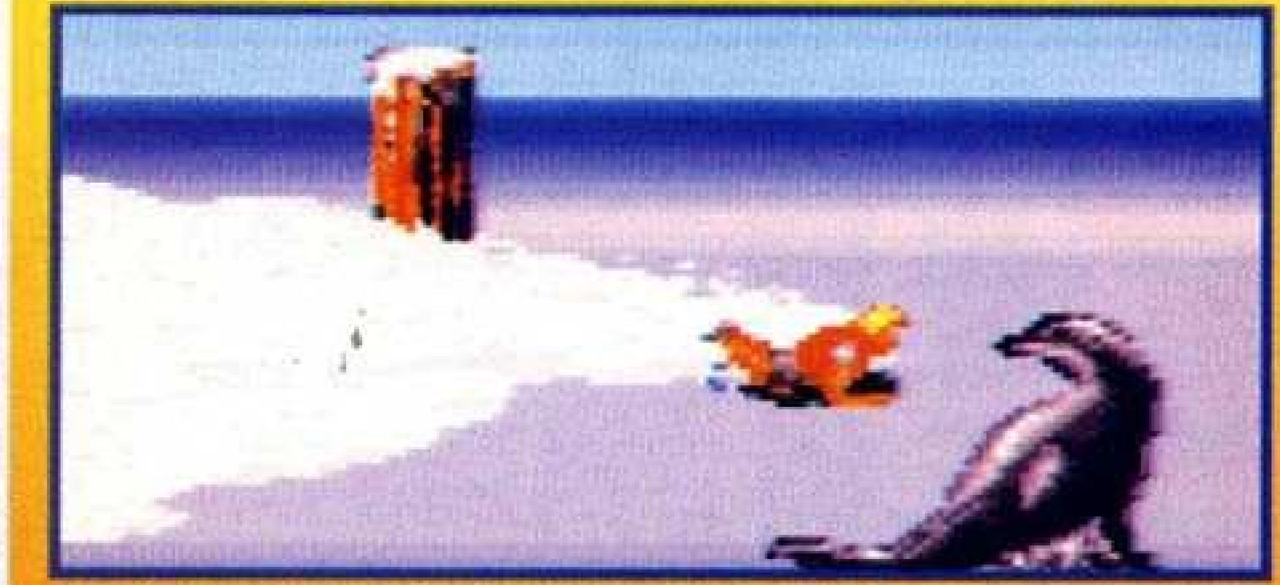
How To Play California Games II is a five-stage beach-fest which invites the player to compete against a series of 'gnarly dudes' in a series of dangerous events. Depending on the event, points are scored for performing breath-taking moves or pulling off particularly dangerous tricks. The eventual aim is to score more than your opponents - thus setting yourself up as the coolest kid on the beach.



RATINGS

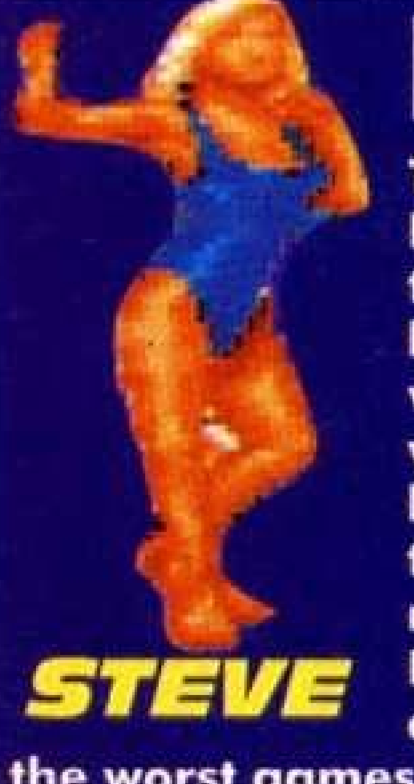


Body Surfing:



"If it's good enough for that bloke in The Sun who fancied pavements..."

Sticking with the trusty old tea tray, it's time to take to the water for a variant of the surfing theme. Riding the large breaker immediately behind the boarder, this eventually gives way to an obstacle course where the player is swept through a fast-moving cluster of King Canutes, rocks, and other watery death traps.

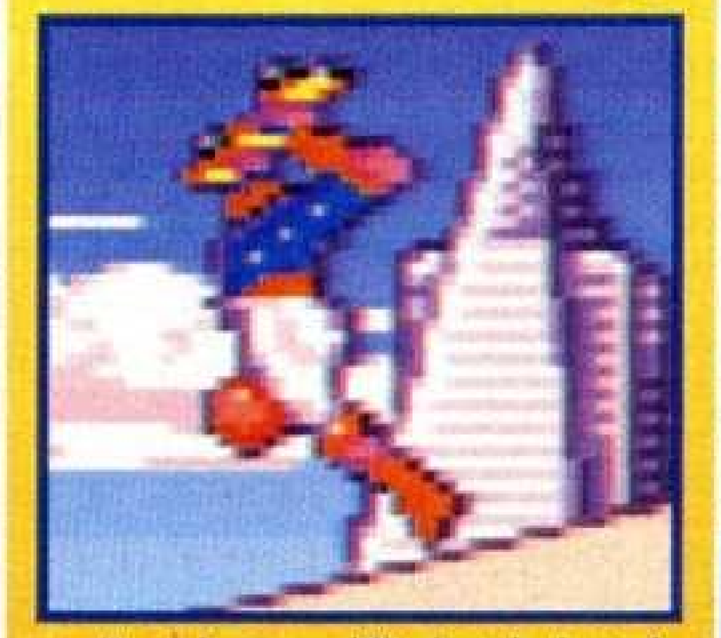


COMMENT

STEVE

The 'Games' series from Epyx ranks among my all-time favourite titles, and hopes for a Super NES conversion using Mode 7 were very high indeed. Ooops, a bit of misplaced optimism there, methinks. Make no mistake, California Games II ranks alongside Crackout and Road Fighter as one of the worst games to grace any Nintendo console - ever. For a start, one of the best things about the old C64 games was that the events required genuine skill and the player was duly rewarded by saving their all-time bests to disk. Cally Games II, however, features events which Helen Keller would sail through and there's not even a battery back-up save device to prompt a few minutes' more play. It's a rather uneven game, too. For instance, the jet-ski event uses Mode 7 to update its track and this is worthy of attention, but the only other 3D section in the game - the skateboarding - reverts to bitmapped updating, and the result is one of the most unconvincing 3D sequences since Time Tunnel was taken off the telly. I really cannot sum up how much I detest this game. Everything about it - from the limited gameplay to the false trendy phrases (a definite case for a 'hip' replacement) - is abhorrent, and California Games II is best avoided like the proverbial plague. It's a real pity to see such a great series end like this, but no amount of nostalgia is going to disguise that Cally Games II is complete crap and probably THE worst sports game ever.

Skateboarding



Handplants are difficult at the best of times - especially when you haven't got any fingers!

If you think an Ollie is half of Laurel And Hardy, you're obviously not one of the skateboarding fraternity. Well, prepared to be initiated as DTMC stand your on-screen screen alter ego on a board and give him a gentle push down a 3D scrolling sewer network - I knew there was some reason this game stinks so much. Using the banked walls to build up speed, it's possible to perform 360 loops within the pipes or handstands on the edge of the sewer walls. It's not all plain sailing, though, and hitting a wall head-on tends to ensure that the contestant doesn't get up again.

PRESENTATION

34

▼ Minimal options, which allow the player to practice the events or jump in feet first.

GRAPHICS

45

▲ The Mode 7 during the jet-ski event is a nice touch..

▼ sadly, everything else in the game takes us back to the early days of computing.

SOUND

39

▼ A complete waste of potential. Where are the Beach Boy hits? Where are the jaunty tunes? Not here, that's for sure.

LASTABILITY

13

▼ Although there are five events, none offer any real challenge, and it's doubtful that there's enough to keep you coming back to beat your high-score. And as there's no high-score save system, what's the point?

PLAYABILITY

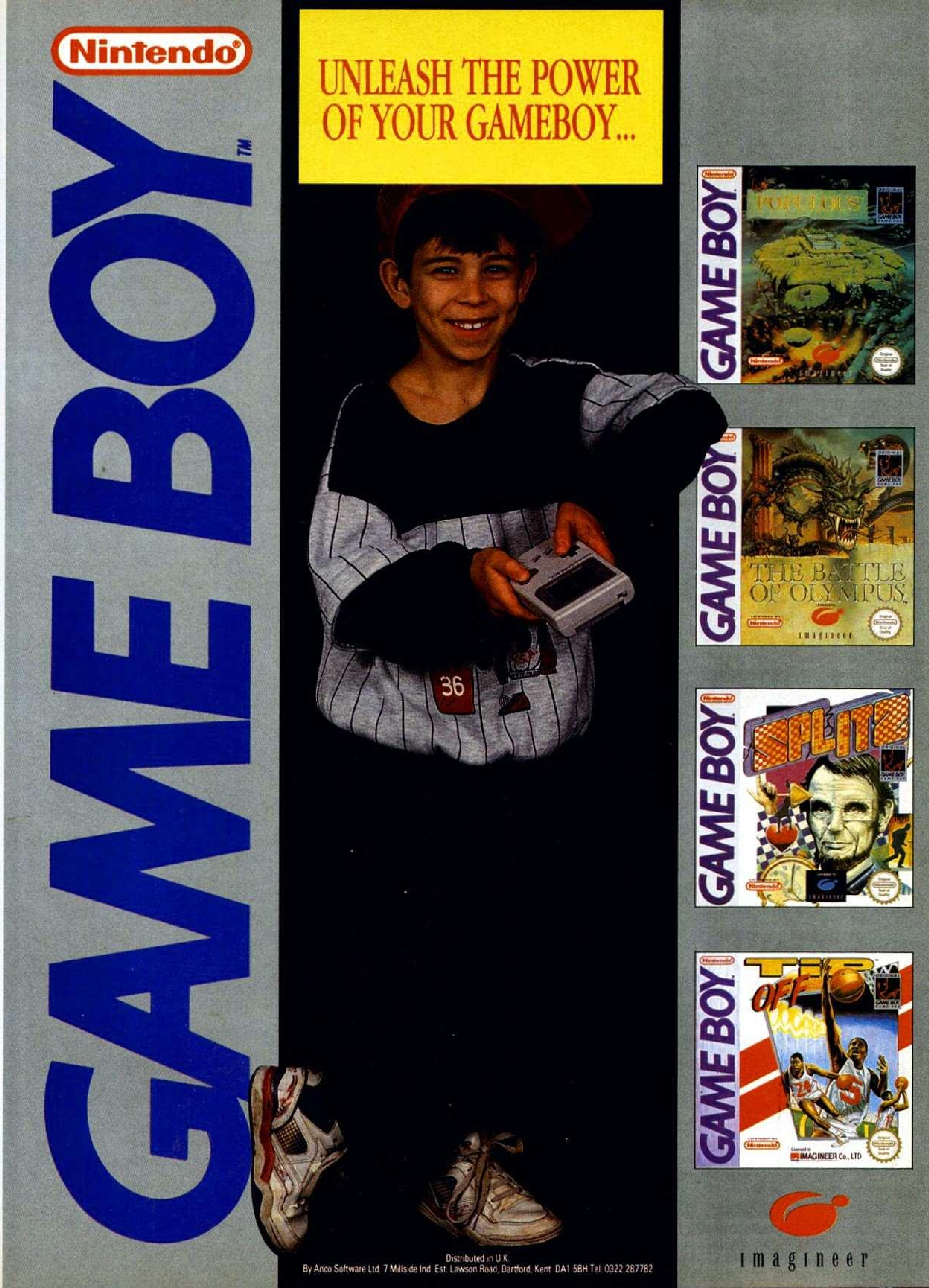
21

▼ Oh, sorry, was there supposed to be any?

OVERALL

20

Abysmal. There's no other word for it. Well,apart from dire, travesty, dreadful, hateful, crap, trash...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UNLEASH THE POWER OF YOUR GAMEBOY...
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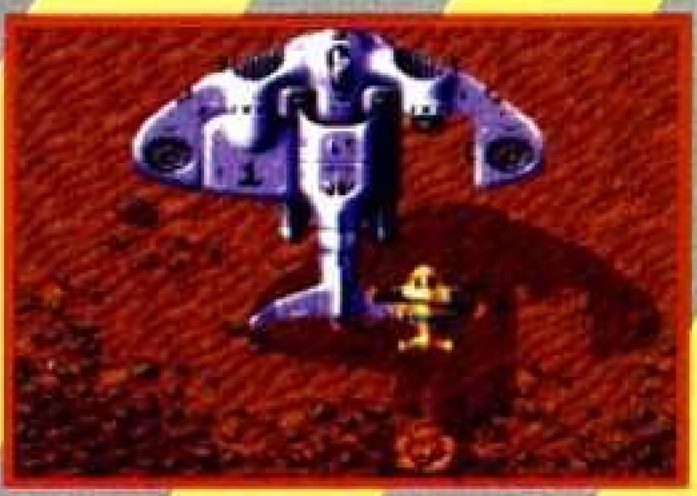
2 PLAYER

8 MEG

SHT GAME

FIR

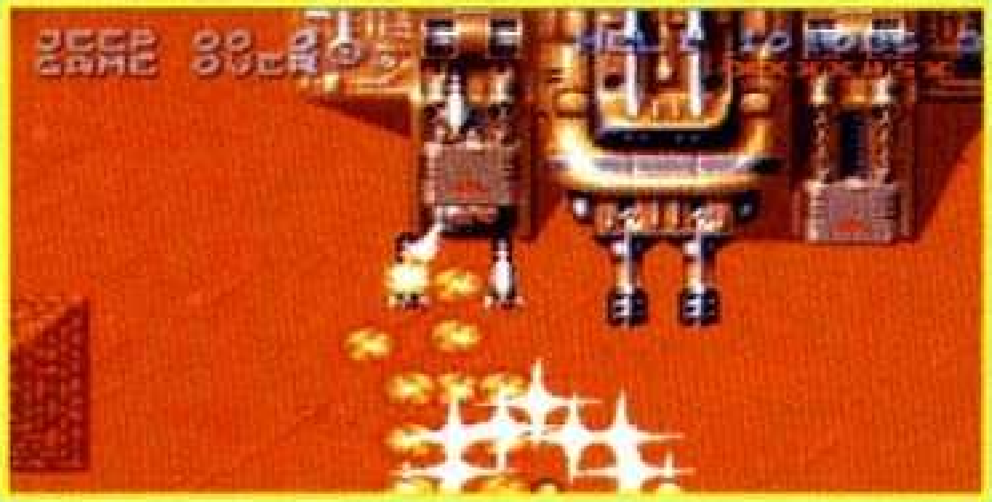


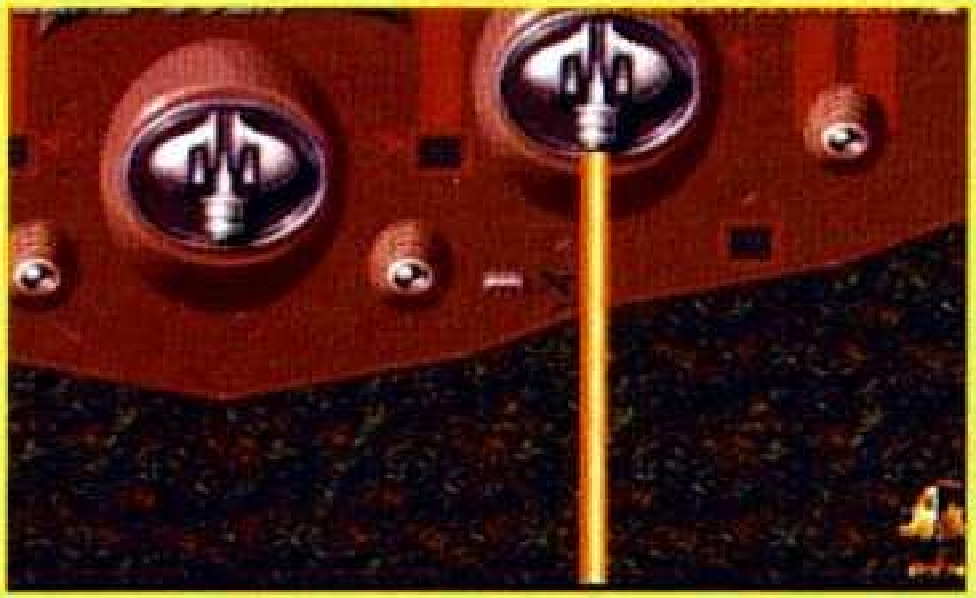
DATELINE: 19-10-97. A routine test flight for the Delta 9 prototype fighter, the latest word in fly-by-wire technology. Suddenly the pilot's scanner shows a huge blip on a collision course setting. Frantically he radios Control for instruction, but his message is broken up and all the tower hear is static. Desperately the pilot heaves at the controls, but now he can see the bright light heading directly toward him. In an instant the plane is surrounded. In the control room, everybody stares at the blank screen. The plane is gone.

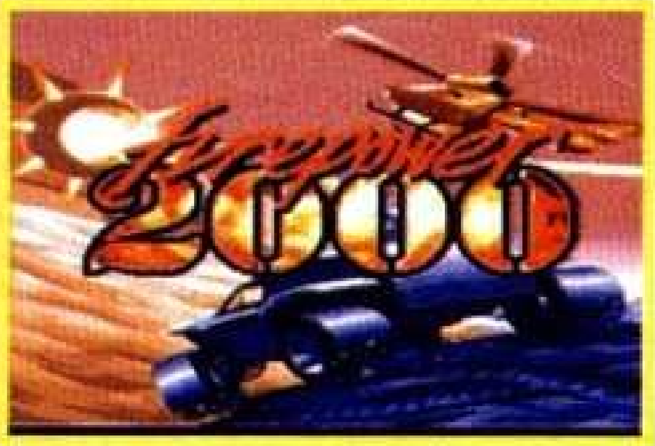
DATELINE: 19-10-97. A Division races through the Middle East streets, part of a UN Convoy enforcing a cease-fire agreement reached the day before. The scanners then pick up an unidentified heat source which seems to be on top of them. The order for evasive action is given, but before any tank can turn a white light envelopes them. When it lifts, the streets are empty.

DATELINE: 19-10-97. Mobile mission station Sea Base 2 crawls slowly along the sea bed off the coast of Central America. Surrounding the platform are a small cluster of support submarines, who each report a strange white glow surrounding them. Quickly the light envelopes the platform and everything disappears.

DATELINE: NOW. Mission Brief: Codename Super SWIV0. Hostile subterranean race building up arsenal so huge it must now be considered Super Power status. Location of enemy: unknown. Mission objective: seek and destroy enemy using only vehicles capable of destroying hostile forces. Backup: None. Chances: Almost zero.







PRICE:£44.99
BY: STORM

RELEASE
APRIL

CONTROL
JOYPAD

GAME DIFFICULTY
ROCK

CONTINUES
NONE

SKILL LEVELS
ONE

RESPONSIVENESS
GREAT

1ST DAY SCORE
END OF THIRD LEVEL

ORIGIN
Super Nintendo conversion of the Amiga classic blaster, SWIV. Firepower 2000 is the game's US name, and it will be released here as Super SWIV.

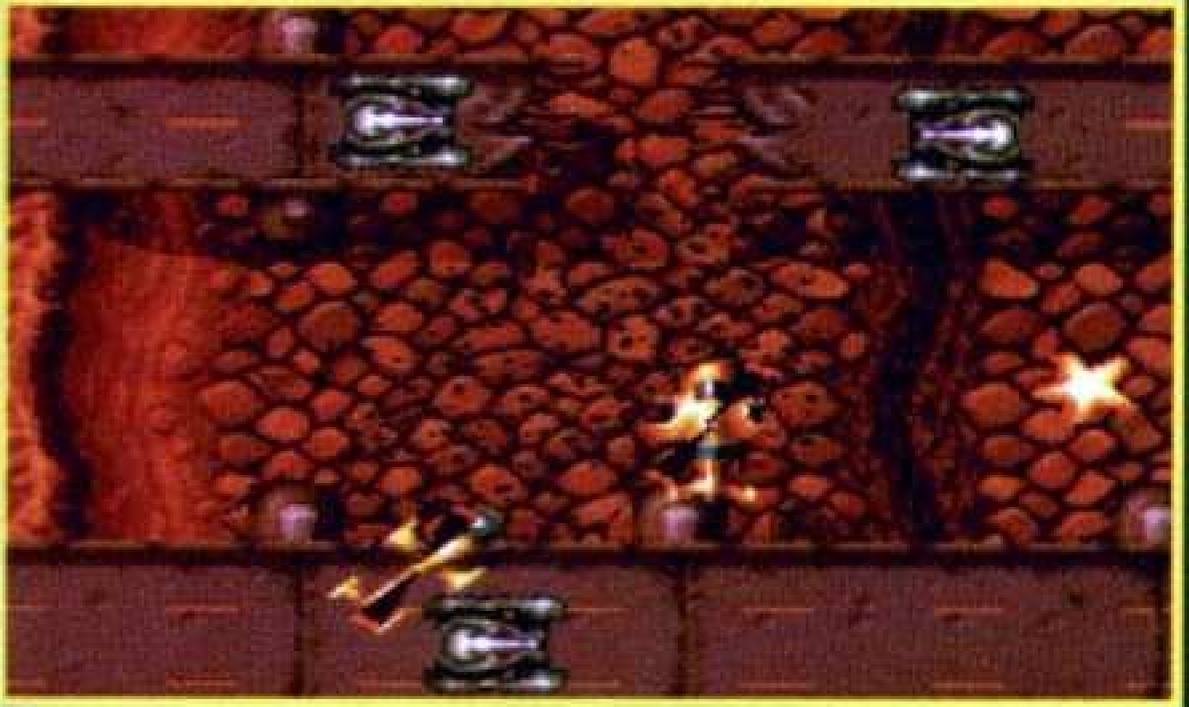
How To Control Quite simply the movement of the individual players around the ice reflect the up, down, left and right movements on the D-pad..When using the jeep, the turret must be moved before weapons are fired.

A	Fire special weapons	X	Fire special weapons
B	Fire permanent weapons	Y	Fire permanent weapons (turbo fire)
L/R	Both are used to select permanent weapons.	S	Display control screen

How To Play Take control of either a jeep or helicopter (both in two-player mode) and travel up the vertically scrolling screen blasting everything you come across to pieces. Both vehicles have their own advantages and disadvantages, so test both to check which machine you're most comfortable with.

EPOWER 000

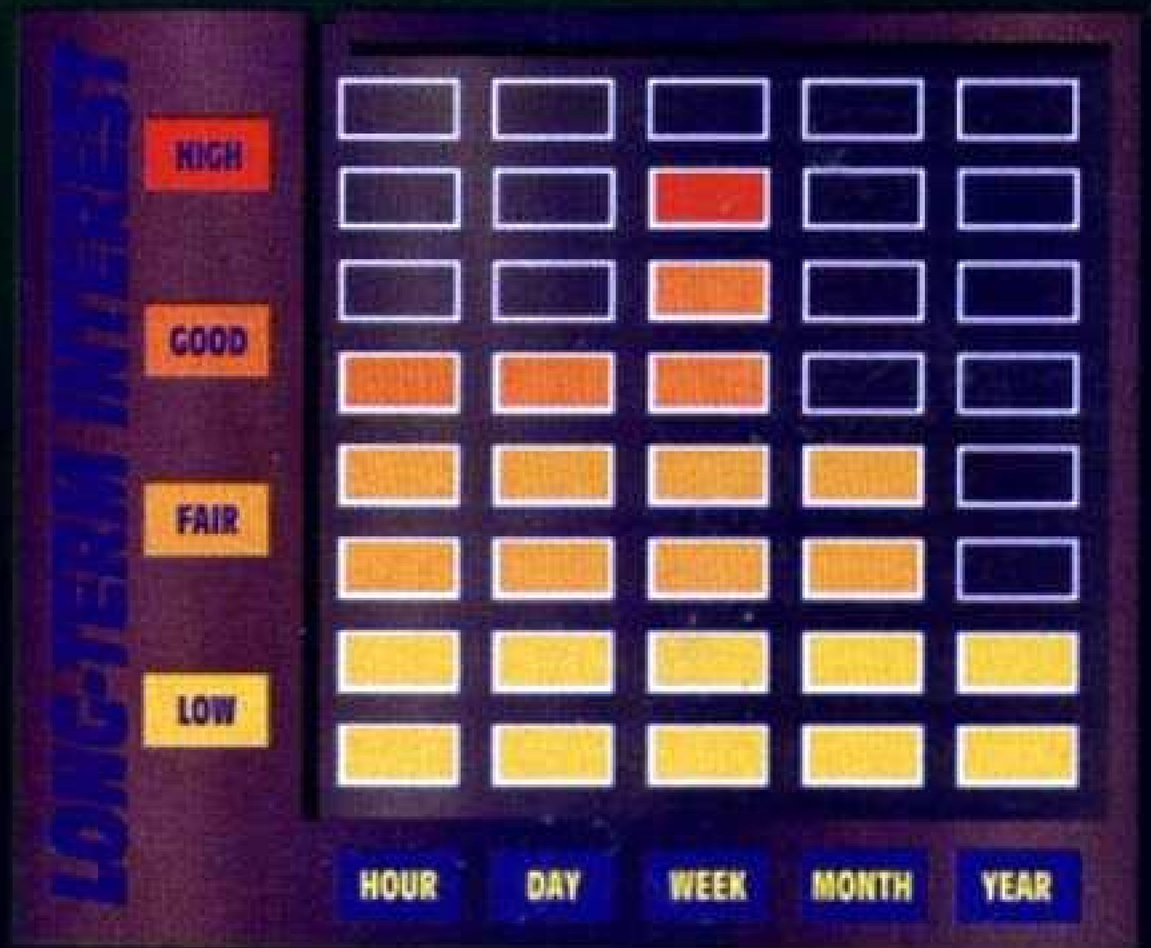
SPECIAL WEAPONS INTERDICTION VEHICLES



▲ Oh go on, just one chopper joke...

EXTRA LIVES

An extra life is awarded at 50,000 points, 100,000 and every 100,000 after that. On losing a life the player loses some weapon power, but surplus power can be stored during the game to power up the vehicle on rejoining the game.



ON THE LEVEL

The enemy empire consists of six levels, each with a completely different terrain.

LEVEL 1 - DESERT: A fleet of enemy attack choppers awaits, supporting a regiment of desert tanks. Strategic armoured installations are positioned along the way, including missile and rocket launchers. At the end of this level lies the first fortress, which must be destroyed before continuing.

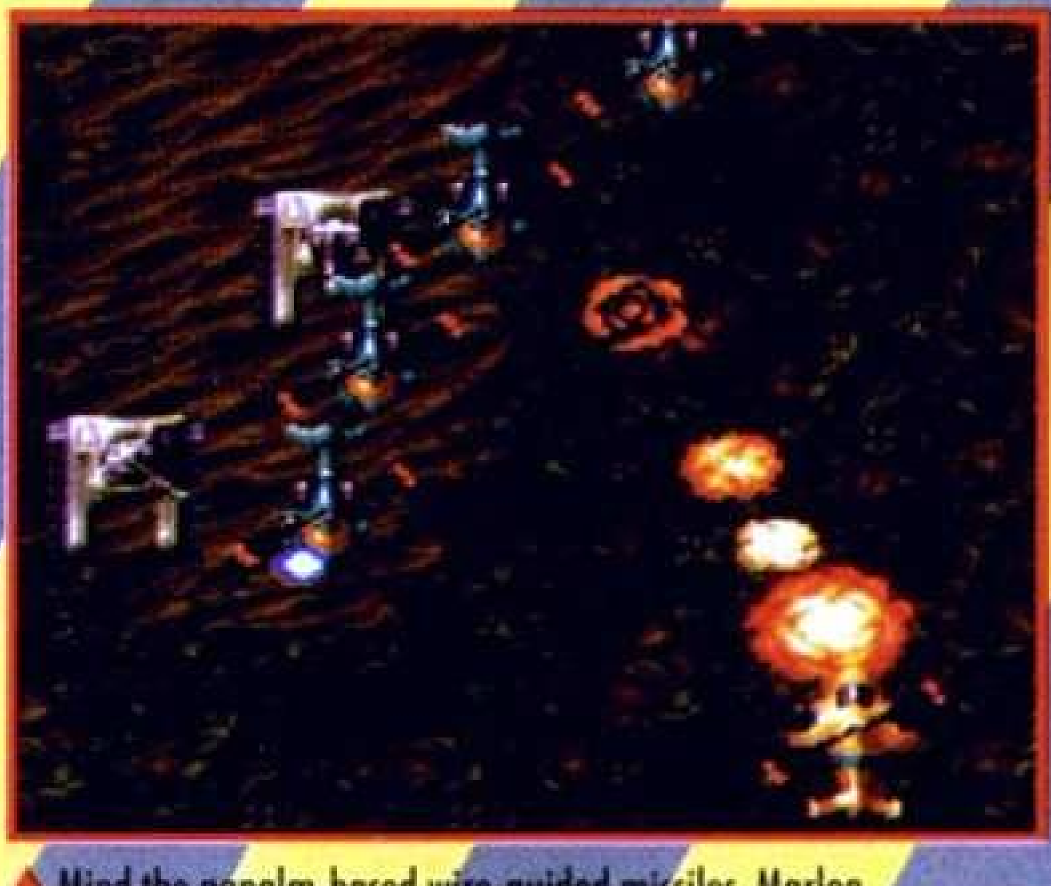
LEVEL 2 - JUNGLE: A makeshift road has been cut through the jungle, forming a path through the enemy build-up. Containers and shields are to be found lurking in the undergrowth, but so are hidden enemy drones and tanks armed with drones and plasma cannons together with mines and jungle walkers.

LEVEL 3 - RIVER BED: Action all the way as you attempt to reach the dam, and your jeep turns into a high-powered speed boat. Piloting the craft requires a skill all of its own, and enemy defences are awesome - including an underwater station waiting for you to drop in.

LEVEL 4 - MILITARY AIR BASE: Negotiating the path to the runway, take to the skies in a supersonic jet to continue the fight, bypassing the enemy's airborne base and taking out its guns along the way.

LEVEL 5 - VOLCANOES: Tons of molten lava add to the hazards of this perilous quest, but this is the first time the ionic cannon can be used - which does something to equalise the odds.

LEVEL 6 - ENEMY COMPLEX: At last, the final assault. The enemy will be employing its most terrible weapons in the last-ditch stand. Most of the craft you have already encountered make a return here, but are significantly harder to destroy.



▲ Mind the napalm-based wire-guided missiles, Marlon.

COMMENT

JAZ

Three years ago I'd have been piling ten pees into an arcade machine to play a vertically-scrolling blaster as slick and polished as Super SWIV . But here it is on Super NES and I can play it as much as I like. And I've certainly been making the most of that opportunity. Okay, so it hasn't got the visual effects of Axelay or the speed of Space Megaforce (otherwise known as Super Aleste), but sometimes I don't want gimmicks, frills and fancy trimmings. I want a straightforward, good-looking, loud, very tough, old-fashioned meat 'n' potatoes shooter where you just fly up the screen and blast the ass out of everything in sight. And this one fits the bill perfectly. It's absolutely rock hard, and I mean REALLY rock hard. It's by far the toughest blaster I've seen on any console, and even beats a lot of coin-ops for sheer difficulty! Elitist though it may sound, this is a game for non-feebs or those shoot 'em up experts wanting a big, B-I-G challenge. If that's not you, don't waste your money. If you've got the skill, get your trigger fingers warmed up and buy this immediately!

TOOLED UP

Throughout the game are yellow rectangular containers, some of them hidden, which release power-up tokens when destroyed. Power-ups fall into two groups - Permanent and Special Weapons - so here they all are:

PERMANENT WEAPONS

BULLETS: The more you collect, the more bullets you can fire.

FLAME: Pick up these tokens and your flame will increase power.

PLASMA: Faster than bullet. The more you collect, the wider the range.

LASER: Instantly destroys anything stupid enough to get in its way. Increases with number collected.

X MISSILES: Very powerful, destroying anything within their path.

SCORCH: Explodes into a growing ring of fire around the player's vehicle.

HOMING MISSILES: Self-explanatory, really.

BUBBLES: Used to surround your vehicle in a protective cocoon for 12 seconds or shot to destroy every enemy on screen.

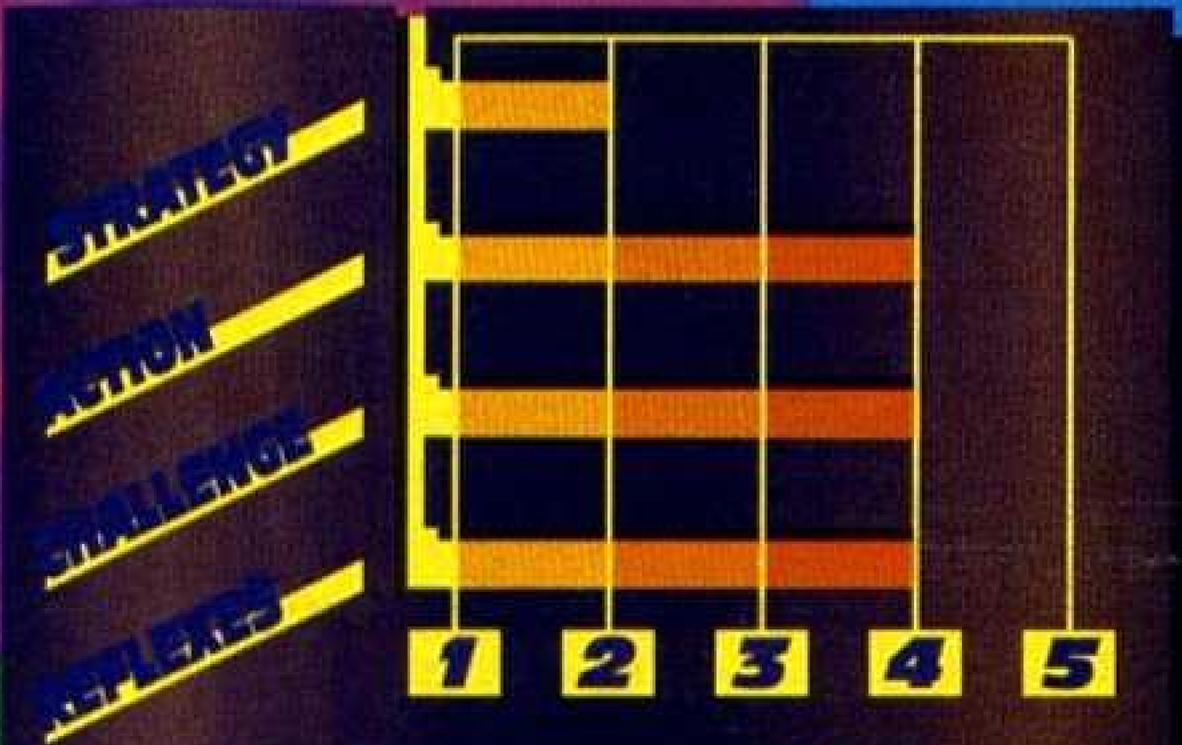
STARS: Destroy certain enemies and they'll release a star worth 100 points. Complete a level and 1000 points is awarded, multiplied by the number of stars collected.

COMMENT

TIM

I first played this game on the Amiga aeons ago, and at that time SWIV (as it was known then) was one of the most impressive blasters money could buy. On the Super NES it's up against some serious competition, but surprisingly comes out pretty well. Graphics are just about right for the style of play employed, although more variety from the alien forces would have added to the atmosphere. Sound is initially impressive, and although the tunes can grate after a while the rather spiffy explosions more than compensate. One thing Super SWIV does possess by the bucketload is gameplay, and if you're a fan of the semi-moronic mass destruction served up for level after level then this is the game for you. Speaking as a semi-moron myself, I'd highly recommend the game to anyone with the ability to slip into such a required state of mind. It's true that there's not really a great deal of variety in the game, but with mass destruction served up as slickly as this who's going to complain? Not me, matey, that's for sure. Switch off your brain and switch on to Super SWIV. There's nothing else needs to be said.

RATINGS



BREAKDOWN

PRESENTATION

▲ Front-end presentation is excellent.
▼ No options or intermissions later in the game.

81

GRAPHICS

▲ Great, colourful sprites and backgrounds.
▼ Not enough variety, considering the nature of the game.

83

SOUND

▲ Great tunes and effects...
▼ ..but the music becomes samey after a while.

87

PLAYABILITY

▲ Great control method and plenty of skill required.
▼ A ttack waves can be very predictable after protracted play.

91

LASTABILITY

▲ Plenty to do and quite a lot to see...
▼ ...but you'll have to be a real fan to finish it..

91

OVERALL

A fine addition to the shoot 'em up fraternity and essential stuff for die-hard shooter fans. It may not be as polished as, say, Axelay, but by golly it'll certainly out-last it.

89

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REVIEW

SUPER NES

1 PLAYER

4 MEG

PLT GAME

PRICE:TBA
BY: NAMCOT

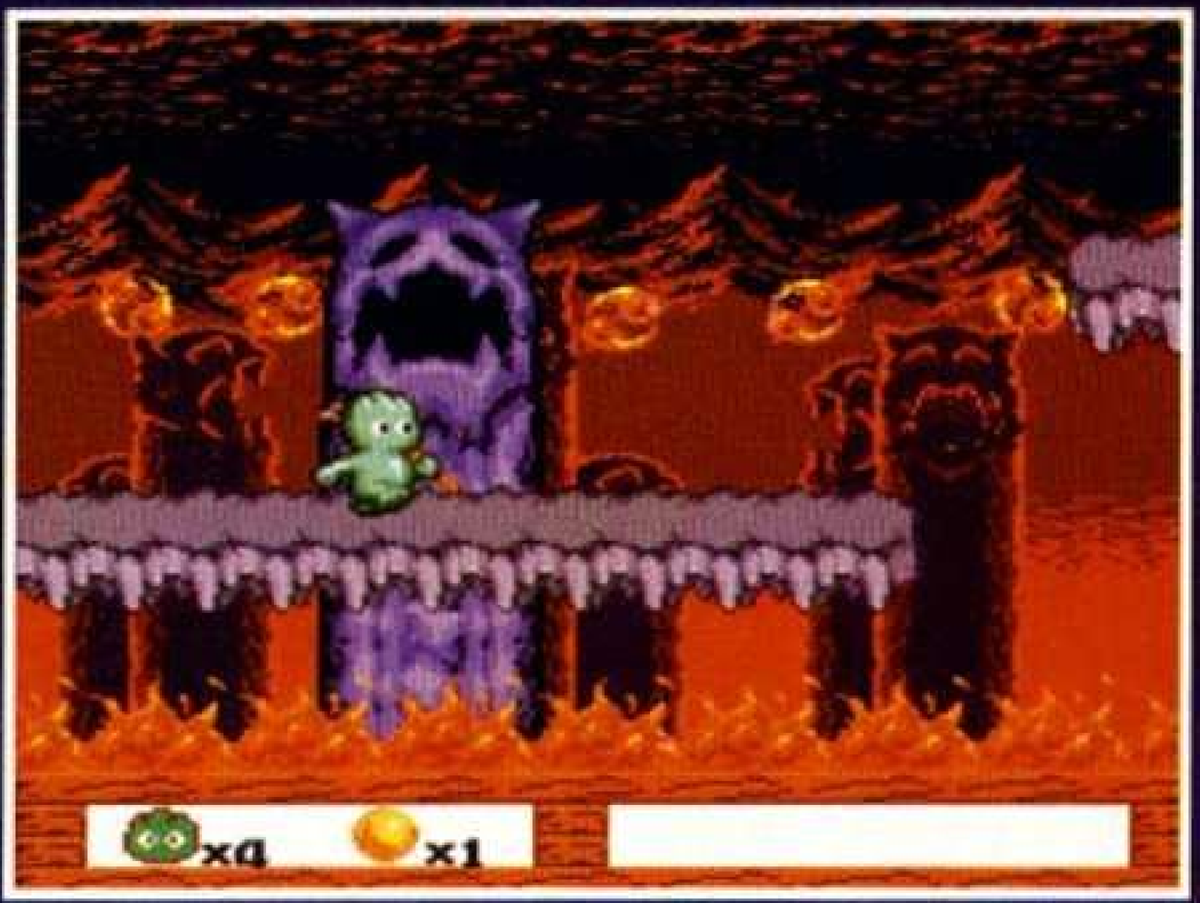
XAN
ADV

You may think of Jelly Babies as those tasty little sweets Tom Baker was always chomping in Doctor Who. However, Jelly Babies as we know them are merely idols to a long and distinguished race of fruit-flavoured harvesters of brightly coloured confectionery.

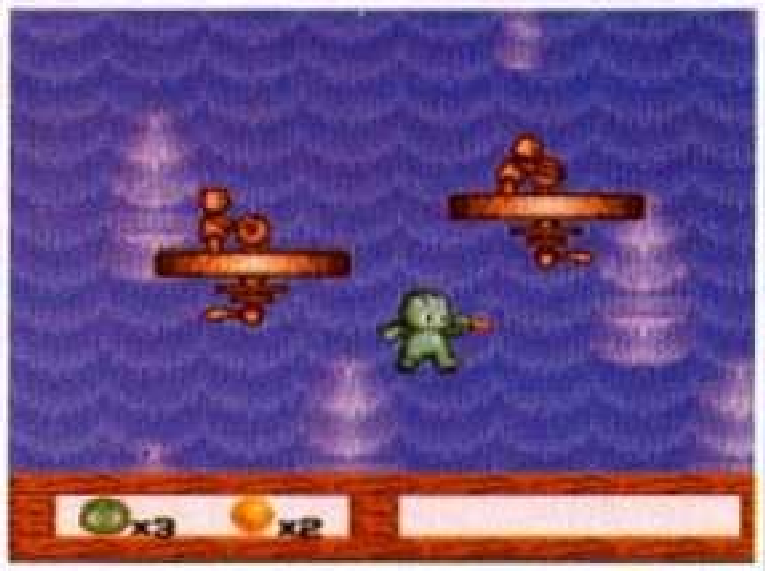
Sadly the history of this race is steeped in tragedy. For living near the fields where the Jelly Babies grew fruit gums, wine gums and fruit pastilles was an evil witch. For years the Jellies had been giving up half their annual crop to pacify her, until one day the worst thing possible happened - all her teeth fell out. In a rage the witch remembered all the sweets she had scoffed between meals and immediately sought revenge on the Jelly Babies, believing it was firmly their fault.

Knowing that, as farmers, the Jelly Babies feared the damage harsh winters caused to the crop, the wicked witch cursed them with an eternal blizzard and freezing fog, with sleet in places and black ice on high ground.

Now only the Jelly Baby champion, Xandra, can save the tribe from bankruptcy and starvation in this horizontally-scrolling platform jelly 'em up from Namcot.



▲ Goodness gracious! Er, medium-sized balls of fire!



▲ Mind the giant Wagon Wheels of doom, Marlon!

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
HARD
CONTINUES
PASSWORD
SKILL LEVELS
1
RESPONSIVENESS
SMART
1ST DAY SCORE
END OF LEVEL FIVE
ORIGIN
An all-new title based around the adventures of, er, well, what looks like a jelly baby actually.

How To Control

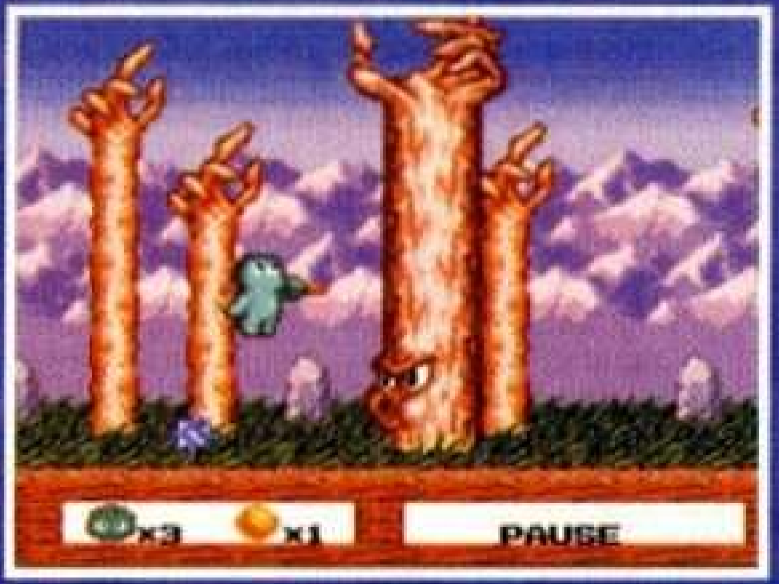
Use the joypad to steer Xandra around his homeworld. Each of the main buttons has a different function, and by pressing these you can make Xandra do things.

A	POWER JUMP	X	SPINNING ATTACK
B	JUMP	Y	ATTACK
L/R	NOTHING	S	**START:** STARTS/PAUSES GAME **SELECT:** NOTHING

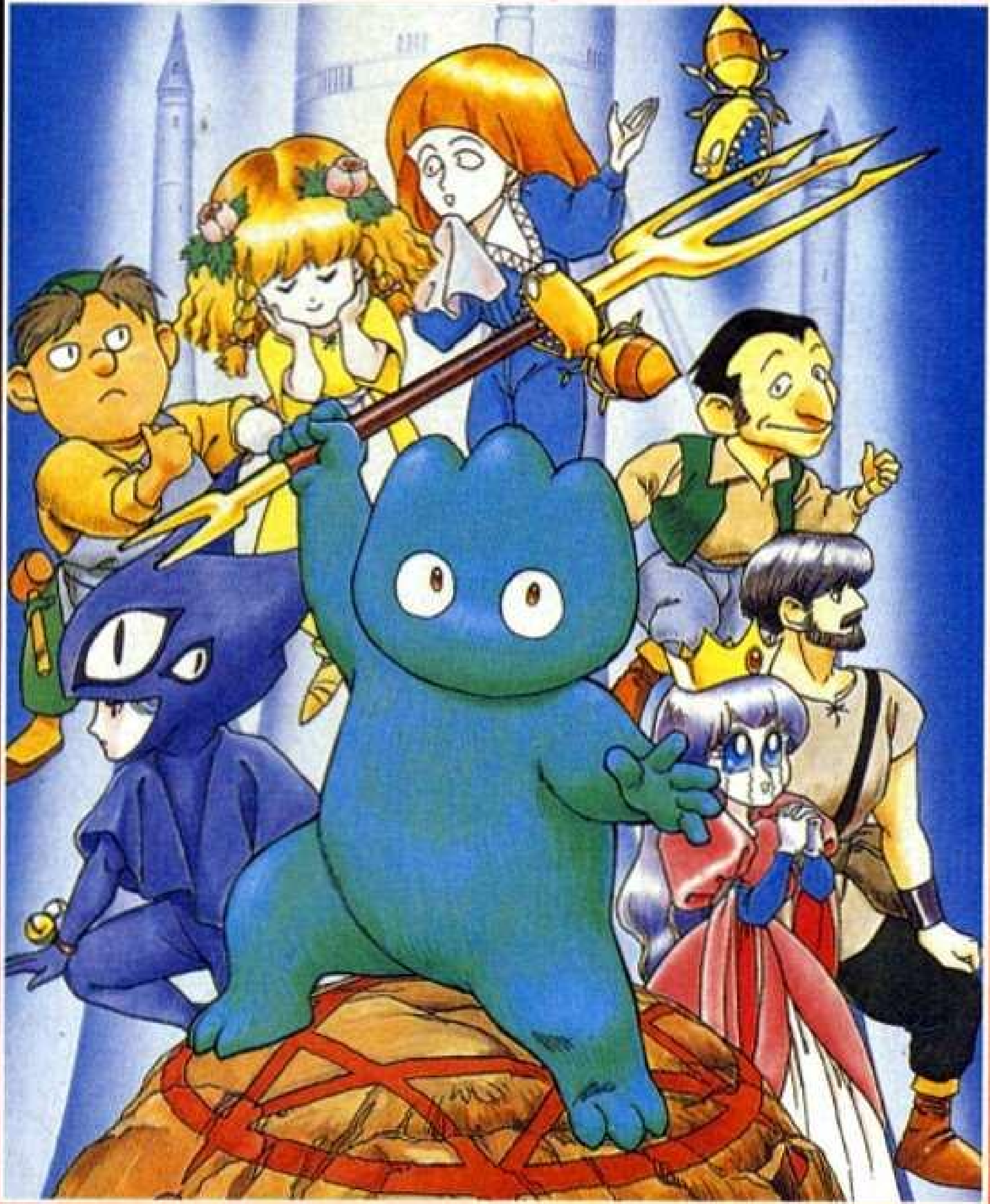
How To Play

Using your joypad skills, guide Xandra around the eight platform levels of his homeland, with each level divided into a number of different stages. Xandra starts the game with seven lives and loses one of these every time he comes into contact with an enemy or their shots.

RAS ENTURE



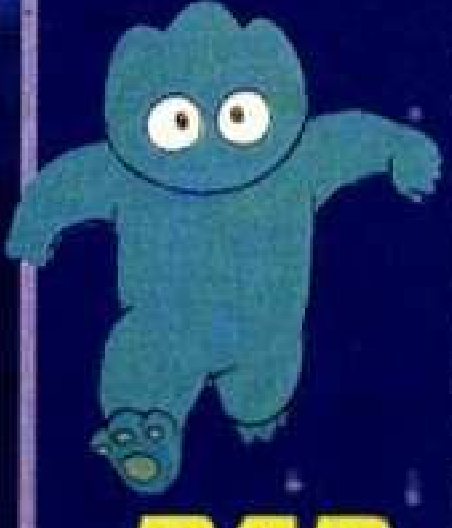
▲ How handy! A tree that spits!!



PULCITUDINOUS RUMINOSITY

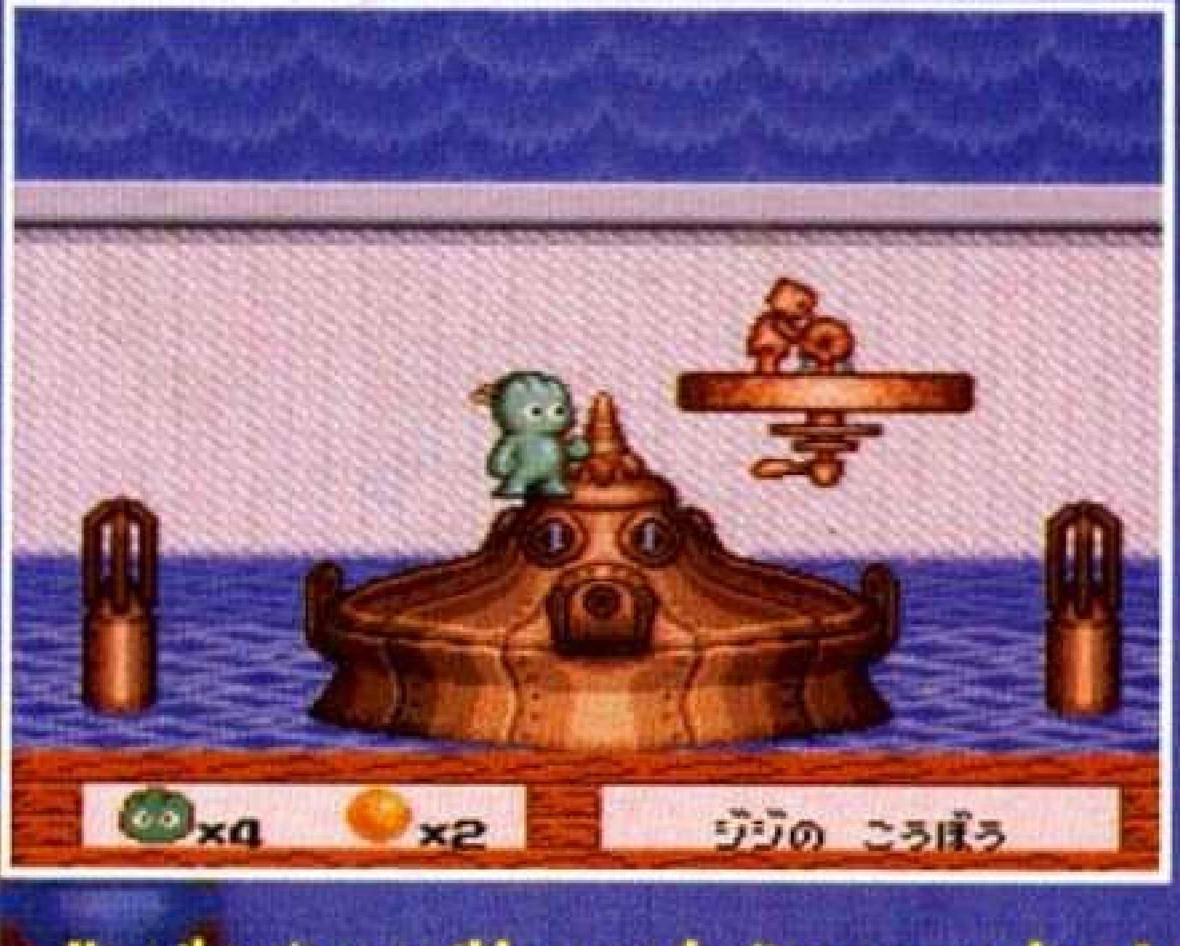
Being entirely composed of springy jelly, Xandra is capable of some amazing feats of bouncing. This allows our lime-flavoured chum to jump to heights and lengths far beyond the capabilities of mortal men. To this end there are two jump buttons in Xandra's Adventure. The first, B, is a standard issue small but fast jump. The other jump button, A, is a little trickier to use. For starters, to get any kind of height to a jump using this button it has to be powered up for a couple of seconds. Also, unless you've taken a bit of a run-up this button produces pretty useless results. The final problem with these mega-jumps is that once Xandra lands it takes a second for him to recover, leaving him open to attack! However, the A button is also pretty useful for running away. By lightly tapping the button whilst running, Xandra launches into a long, low leap which carries him quickly out of harm's way.

COMMENT

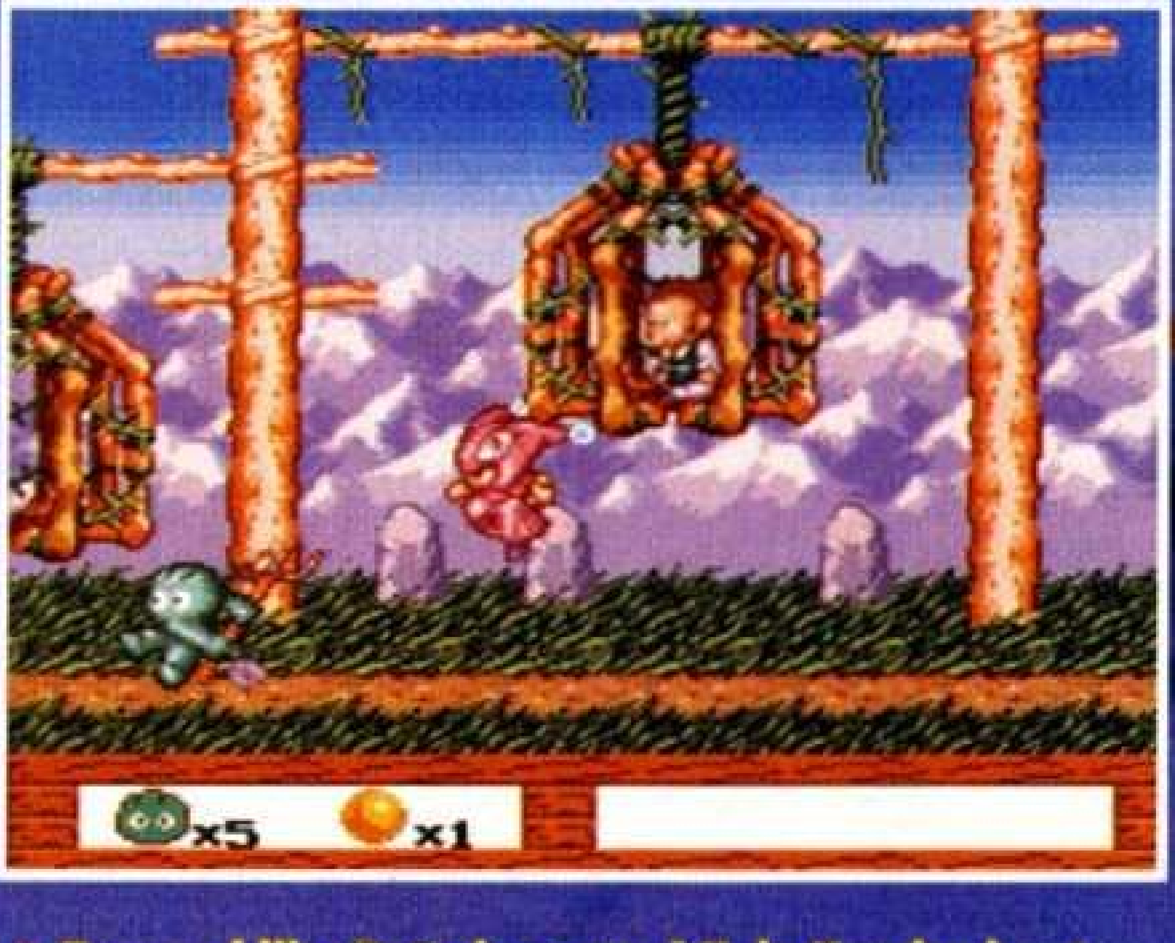


RAD

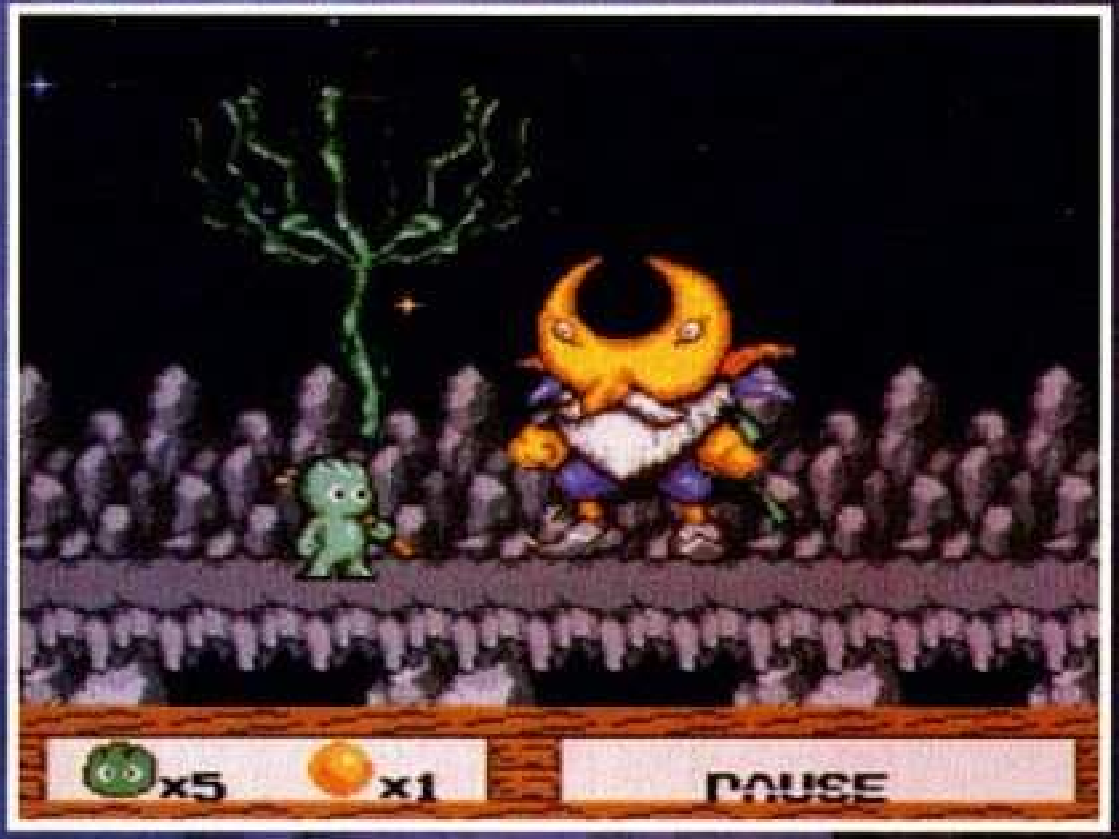
Xandra's Adventure really doesn't look very good and, sure enough, for the first couple of levels it isn't. To begin with, the pace of the game is quite slow and there's not really very much going on with the platform arrangements holding no danger and the few enemies presenting little challenge. However, persevere through about ten minutes of tedium and a whole new game presents itself. The enemies fill up the screen pretty quickly and your precision jumping skills and reaction speed are soon tested to the limits. The backgrounds become less and less sparse and the quality of sprites improves from the rather miserable-looking cavemen of the first level to the ultra-detailed Jumping Bunnies of Horror. Xandra's Adventure does hold some frustrations - the recovery time after jumps and falls for one. But for the most part these are quite easy to ignore, as occasions where a flying spinno attack or a long fall are required generally have no enemies around to allow Xandra to pick himself back up in safety. Xandra's Adventure might not be the most all-action festival of carnage in platform guise, but if you're looking for a skill-orientated puzzle-loaded jumpy game you could certainly do far worse than this.



▲ Now there's something you don't see every day -A chocolate Life Buoy!



▲ Trapped like Rat's in a cage! Help Xandra beat this baddie to free his captured chum.



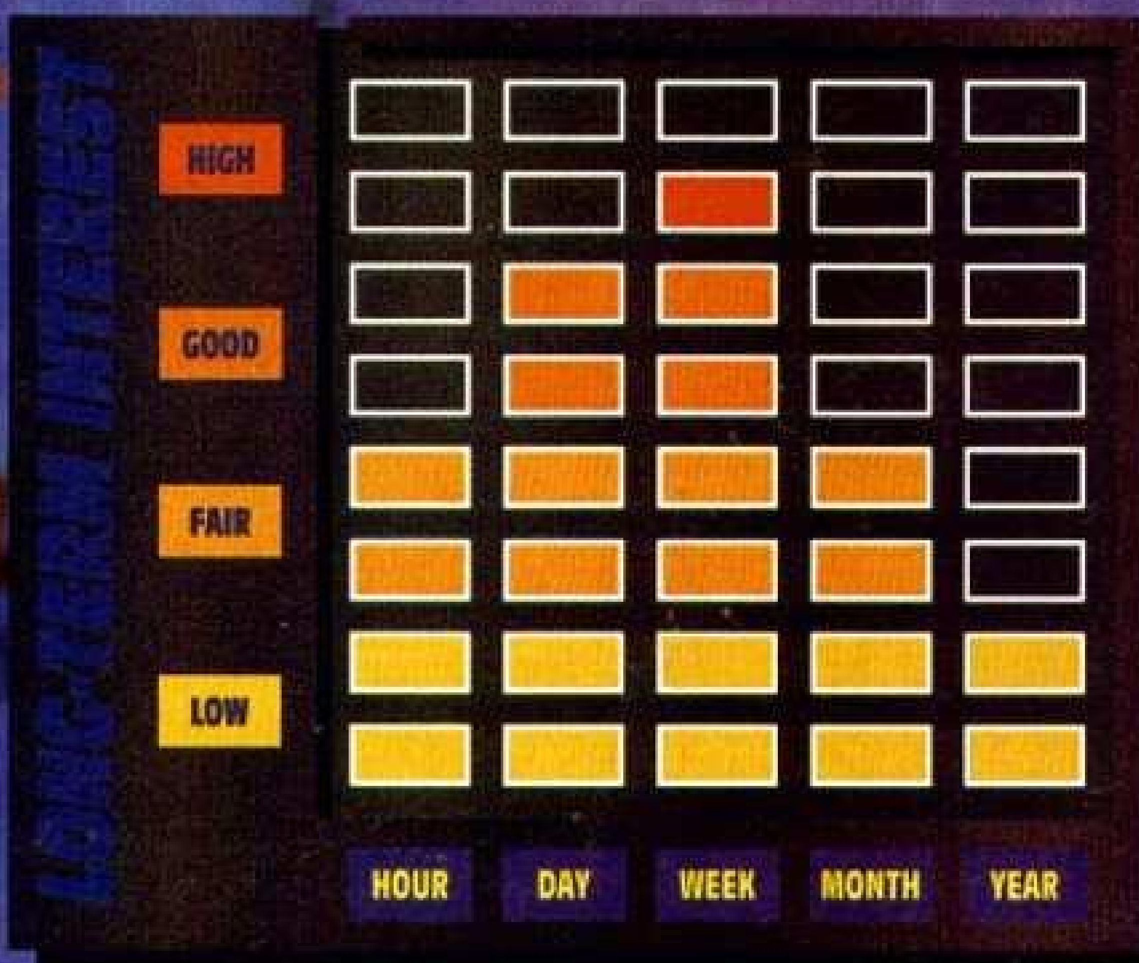
WHY I OUGHTA...

Being a Jelly Baby champion, Xando is capable of an amazing feat of levitation. It starts by pressing X whilst running in any direction. Xandra now leaps into the air and starts winding his arm around. After a while a whirring sound is audible and sure enough, Xandra's limb is spinning around at a blinding rate. Now release the button when Xandra is at the height you require and watch as he streaks forward, spinning like the wind and pitchfork outstretched. Xandra now blasts through all enemies and most walls, although the range of this attack is quite limited. Not only that, Xandra hasn't quite got the knack of landing yet, and upon hitting the floor he bounces for some distance before sitting on the ground dazed for a while. However, proper use of this move is absolutely essential to pass certain points in the game, and learning special techniques such as the mid-air turn for extra height is crucial to the serious Xandrian.

COMMENT

GUS

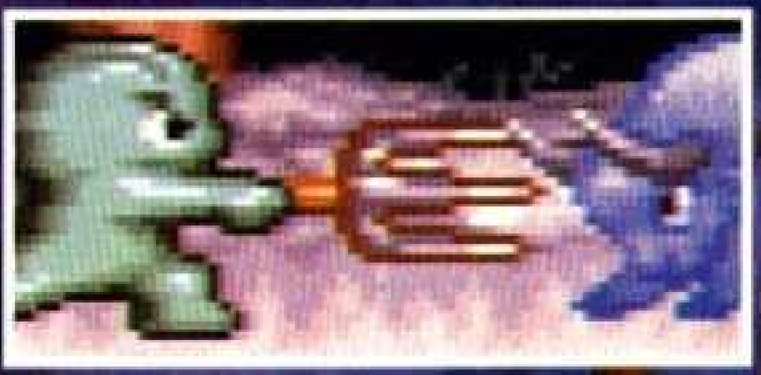
Xandra isn't one of those games to make you sit up and take notice. It looks sort of drab and chunky, there's no inspiring music or FX and the action seems to be in the well worn mould of 'walk left and jump'. But Xandra has one quality which puts all this in the shade - it's great fun to play. Xandra himself is able to do all kinds of things you wouldn't think possible with a pitchfork, and these get integrated into the gameplay. Quite a bit of dexterity is required to perform, say, a running jump and quickly perform a pitchfork spin. Some of the sections need a good think through for a strategy to complete them. Which brings us on to Xandra's second big selling point: it's hard. Most platform games are a breeze to waltz through, but each section of Xandra is a struggle and it gets progressively harder. On further inspection, the graphics have a sort of groovy simplicity, and some of the sound is really neat. Xandra is the kind of game you'll be glad you bought.



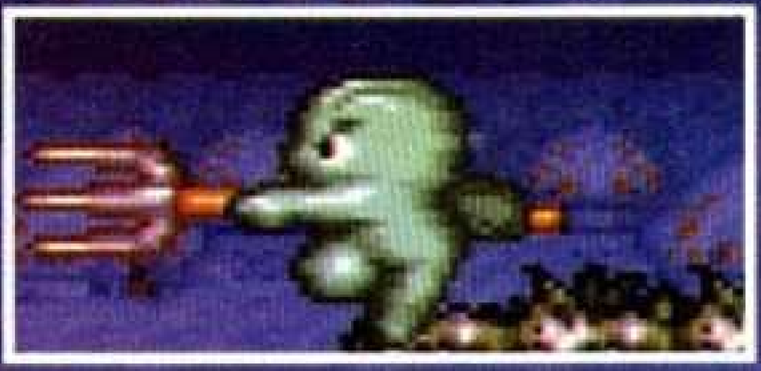
FORKING STABBER

Xandra might just be a farmer made out of jelly, but that doesn't mean he's not a bit 'tasty' with his trusty pitchfork. Indeed, many are the sweet-toothed wild animals sent packing with a couple of extra earholes thanks to Xandra's pitchforkmanship. Xandra's list of combat techniques are as follows:

STAB: An all-purpose stabbing lunge straight to the fore.

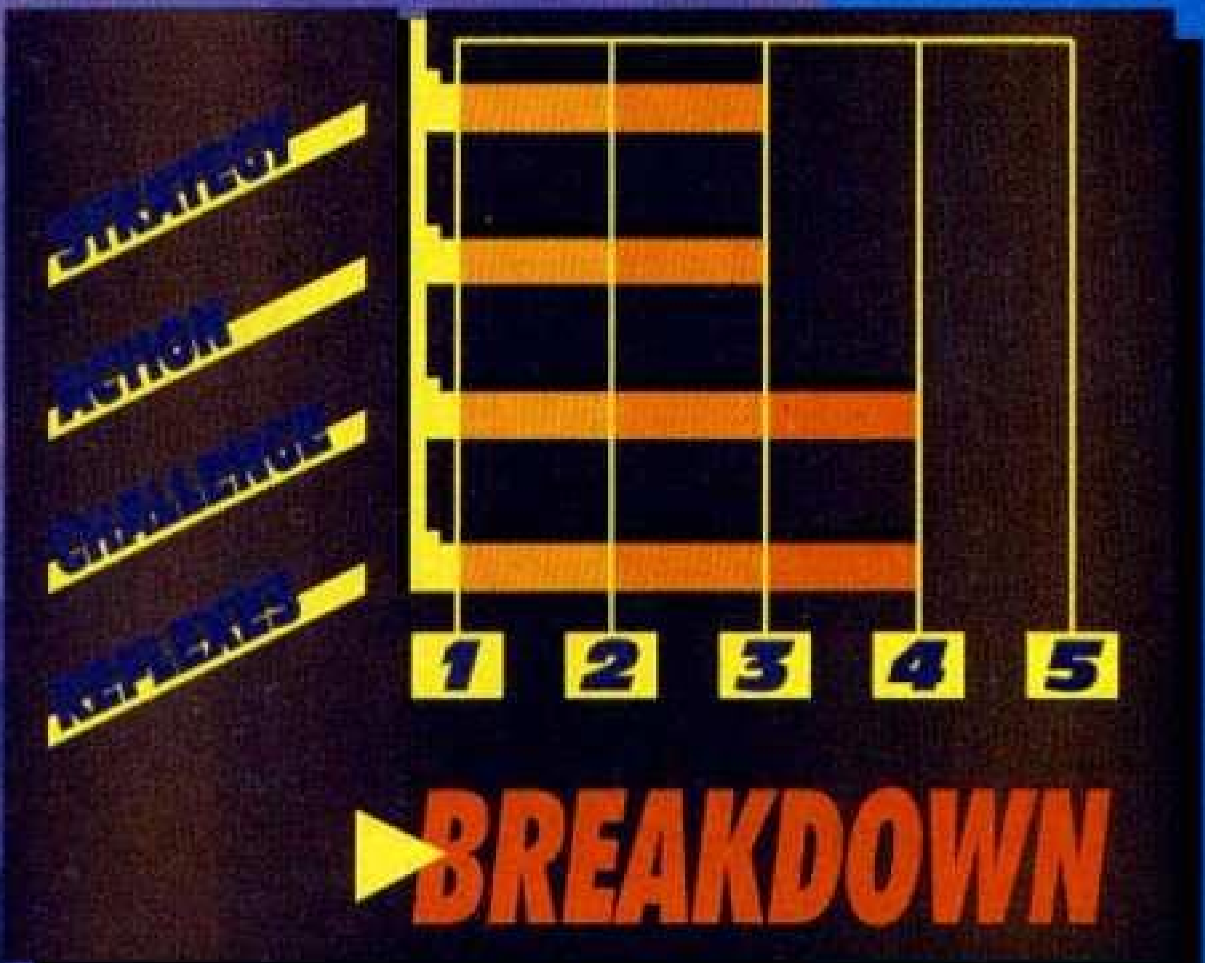


JUMPING DEATH SPIN: A leaping-straight-up attack followed by a 360-degree spin, taking out any height-advantaged enemies on any side.



DOWNWARD STAB: A move designed to take out foes on a level lower than Xandra's, this move consists of leaping into the air, pressing the attack button and landing pitchfork-first. The downside of this move is that if Xandra fails to connect with an enemy his weapon becomes firmly lodged in the ground. This takes several seconds of concerted tugging to free, leaving poor Xandy defenceless during this time!

RATINGS



PRESENTATION

▲ Password screens and intermissions are full of character.

▼ No options. Interminable intro screens.

87

GRAPHICS

▲ Excellent, detailed sprites, fantastic animation and loads of characterisation. The backgrounds improve steadily and are pretty flipping not bad.

▼ Early backgrounds are a bit dull.

86

SOUND

▲ Great effects and a selection of groovy tunes which play throughout.

82

PLAYABILITY

▲ Loads of moves and things to do. Plenty of variety to the action.

▼ Recovery time can be frustrating.

87

LASTABILITY

▲ Eight long levels that get very hard after the first couple. There's absolutely stacks to do.

▼ Puzzles lose their appeal after you've done them once. Password system makes it a bit easier to complete.

86

OVERALL

A top-notch platform game which may lack the glamour of titles like Cybernator but is well worth a serious look.

85

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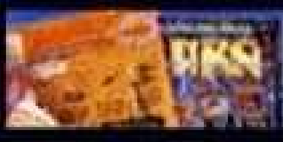

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REVIEW

SUPER NES

2 PLAYER

8 MEG

FGT GAME

BRAWL
BROTHERS
TM AND © 1993 JALECO
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PRICE:TBA
BY: JALECO

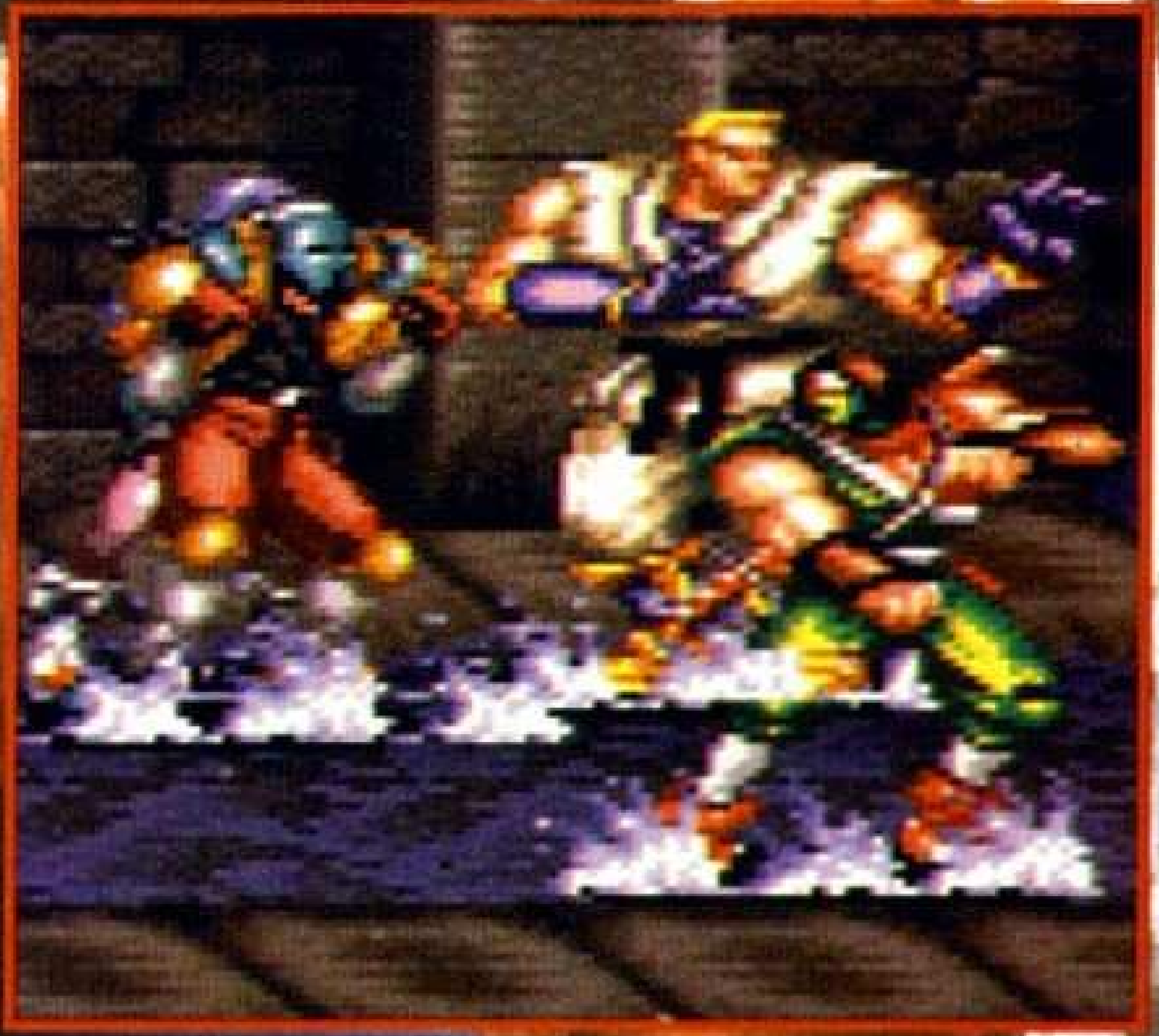
RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
FIVE
SKILL LEVELS
THREE
RESPONSIVENESS
REASONABLE
1ST DAY SCORE
LAST LEVEL
ORIGIN
Brawl Brothers is an original product based following the same path laid by Capcom's Final Fight yet not, thank goodness, taking the same form as Jaleco's own Rival Turf.

BRAWL

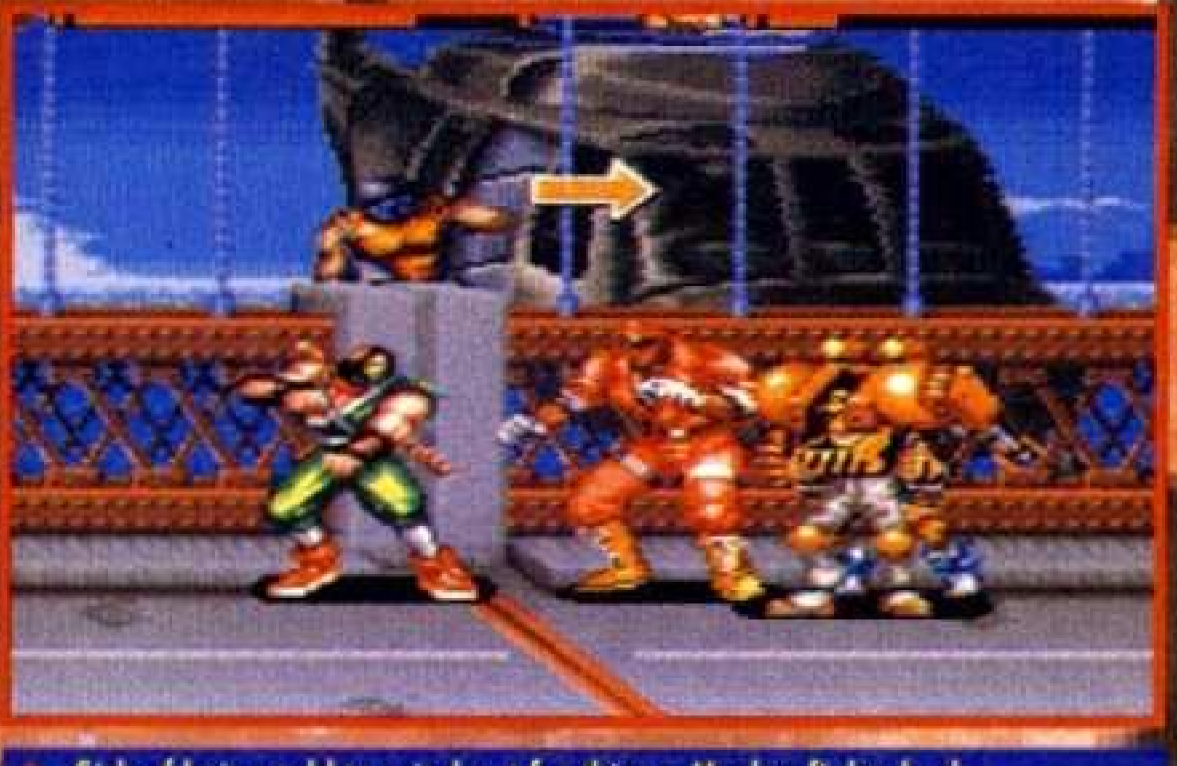
It's all very well that these massive criminal organisations concoct plans for the ruin and corruption of the nations' banks and governments, but where does all the money that is 'collected' go? Is it on a year holiday to the Bahamas? Perhaps a weekend in London for one? Such a huge supply of cash could keep the NMS staff writers occupied for at least five minutes in the centre's amusement arcades! None of these activities seem of the slightest value to your common or garden millionaire crook, however, as the money is spent on huge airplanes for the bosses and playing fields for their apprentice hoods.

The leader of one such band of thieves, so large that it is more like the whole top forty of thieves, has decided to make a bid for the one last area of the world that doesn't already belong to him. However, in his way stand five good citizens who are prepared to sacrifice everything to stop him. If they succeed then his empire shall crumble and the world can return to its own minor disagreements, such as Gulf wars and ridiculous, religious debates in communist countries.

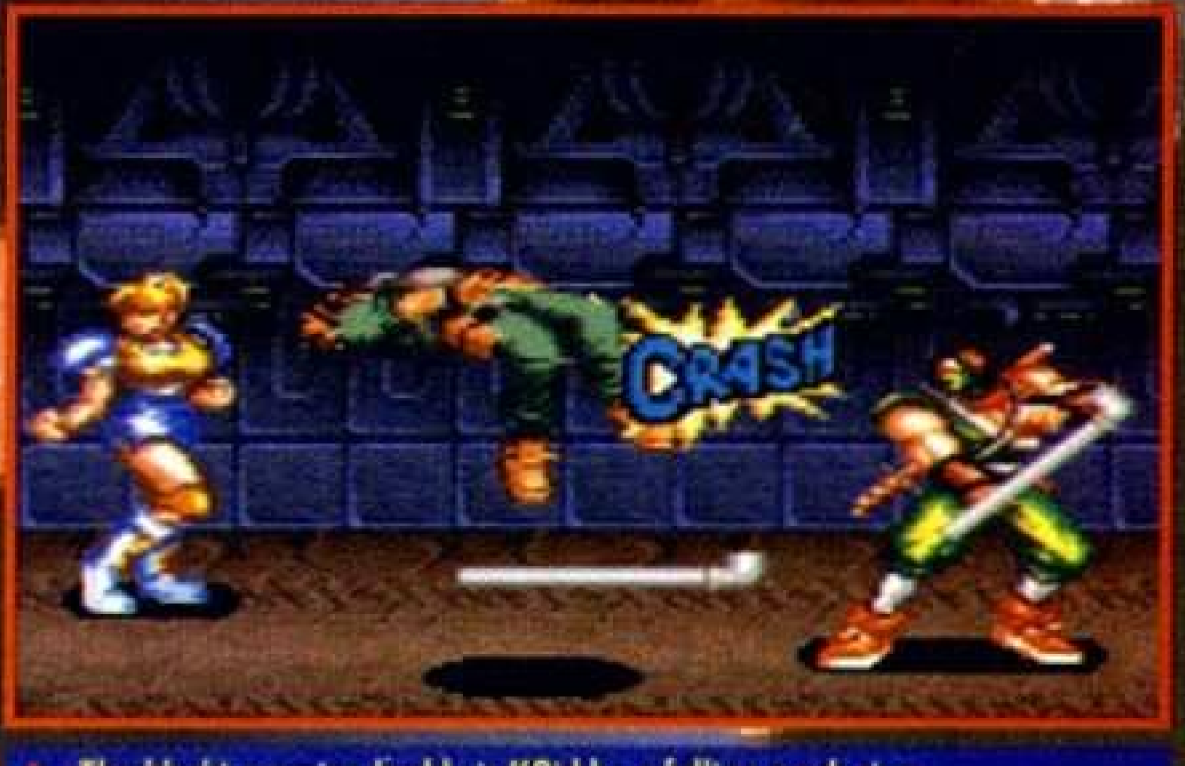
These five warriors of fate amount to an ex-army general, a burly Karate champion; a kick-boxing young woman, a wrestler and the most unstealthy Ninja the world has ever seen — not that it makes any difference when the whole world already knows of the quintet's plan, it just hopes they can carry it off! They should be able to with the aid of one or two brave NMS readers who's eyes might have happened across this very review. Take the character of your choice by the fist and take this tyrant out!



▲ To the left... to the right... step it up, step it up, it's all right...



▲ Sick of being told to mind out for things, Marlon fights back...



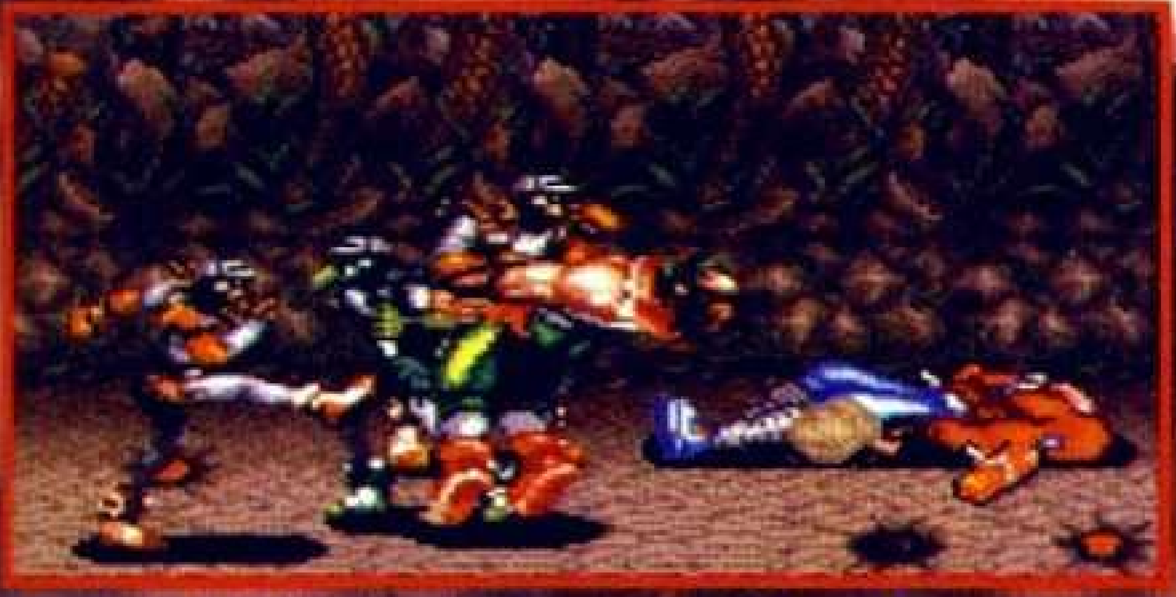
▲ The khaki-wearing baddy is KO'd by a falling crash sign.

How To Control Move any character LEFTor RIGHT, UP and DOWN the screen by pushing those directions on the joypad. By the way, did you know that, in 1983, the population of India was over 730 million, most of which are strictly vegetarian? You do now.

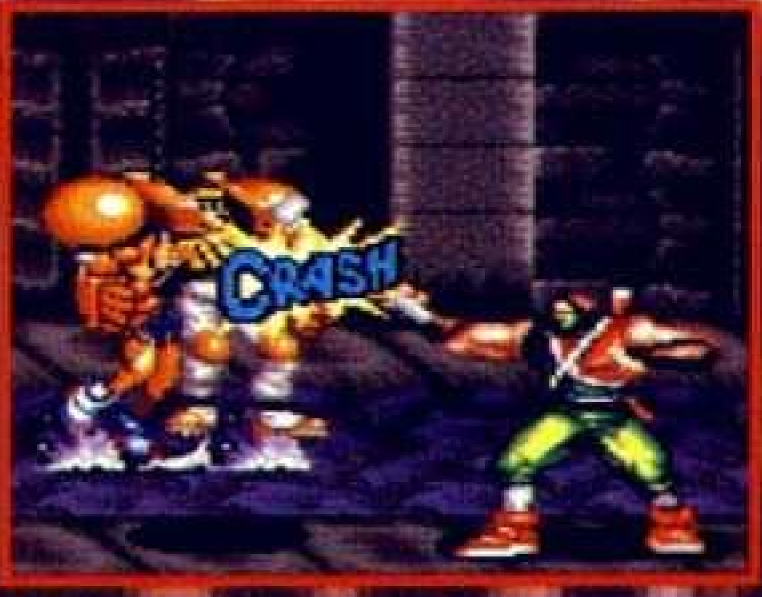
A	Special attack.	X	Has no function.
B	Jump.	Y	Punch/ Kick. The Y button also functions as the character select.
L/R	Has no function.	S	**START:** STARTS/PAUSES GAME **SELECT:** Has no function.

How To Play Kill or be killed! Slash, smash and crash your chosen character through a city laid waste by an evil crime lord and his merry men. Simply head in the right direction, for travelling left only means going back on yourself, and beat everything up in sight - including your mate's character if you so wish!

BROTHERS



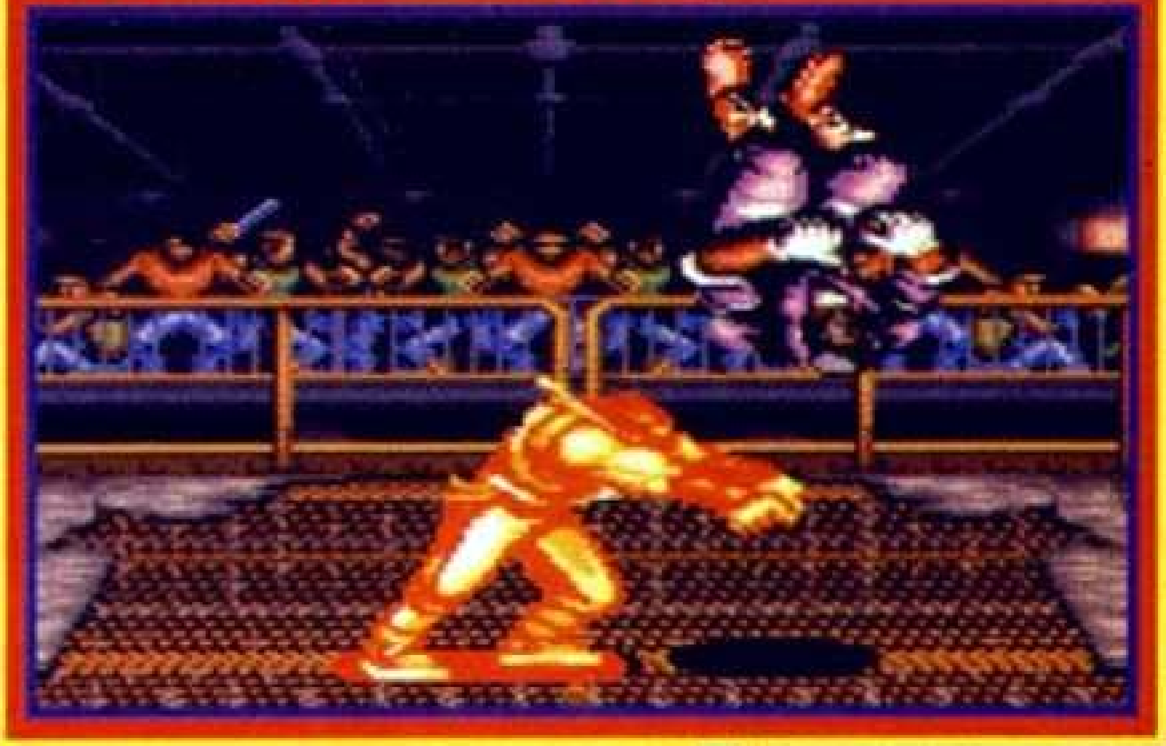
▲ Mind the jack boot-wearing, goose-stepping fighters of doom, Marlon.



▲ Argh! My hand's exploded.

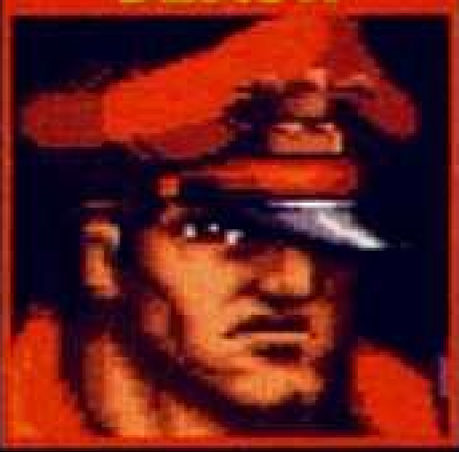
ANGER UNDER CONTROL

Brawl Brothers features an option that allows the player control over his, or her, temper. By referring to the option known as 'Anger Mode' and switching it to the ON position, play then continues whereby any one of the human controlled characters may become enraged for a limited period - usually when he/ she is getting his/ her backside bounced around the screen! When this occurs, the character flashes orange and is impervious to damage, sharing the same effect as drinking far too much orange juice - although we don't advise it. That character's strength is also magnified, and so is extremely useful for clearing the way of any unwanted bodies.



CHARACTER FILES

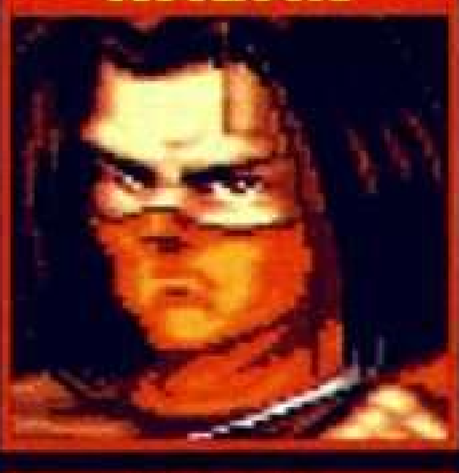
SLASH



Character: Slash wears the uniform of a general. Not that he is in the slightest bit involved with the armed forces, it's just one of his little pleasures in life. His stupid hat is the subject of much attention, and Slash uses this to his advantage when battling the crooks.

Abilities: The enermous hanging at the end of Slash's arms produce an almighty, flaming punch that floors many opponents instantly. When executing a dash attack, Slash slides into the action with a vicious push kick.

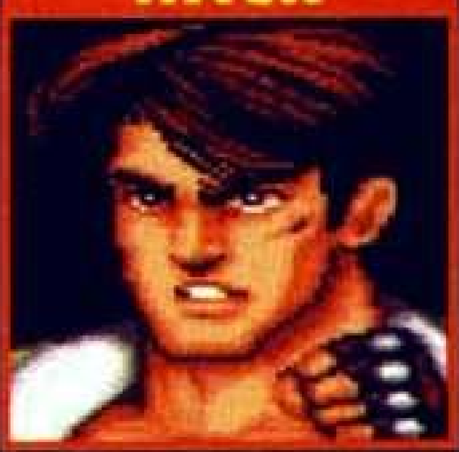
KAZAN



Character: This Ninja-style character is to stealth what an elephant is to rock climbing! Kazan's enormous size is a non-starter for any hopeful ninja graduate, but his fighting skills are beyond compare. Lightning fast reflexes allow him the advantage of surprise.

Abilities: Aside from his devastating throwing technique, Kazan's special move is a mystical, self-destruct business where he splits in two then joins back together again. Amazing!

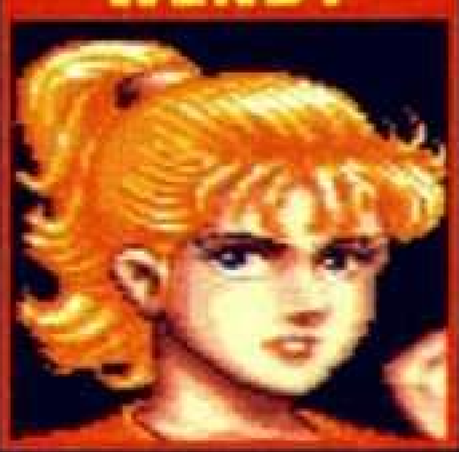
HACK



Character: Hack goes through life with a chip on his shoulder the size of Mount Everest. He got suspected of trouble the day his boxing gym got razed to the ground, along with the rest of the city. His talents lie with his spectacular boxing capabilities.

Abilities: Hours spent punishing the speedball gave rise to Hack's extraordinary fast flurry of punches that he pummels contenders in the face with. This special move resembles Honda's hundred hand slap and climaxes with a huge flaming upper cut.

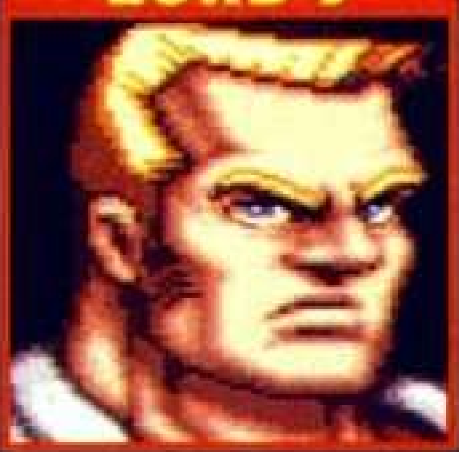
WENDY



Character: Wendy built up all her strength and stamina in the works gymnasium of the company at which she is chief director. A hard-headed woman who doesn't take no for an answer, especially when her career is at stake!

Abilities: Wendy is an expert kick-boxer and her special move amounts to a flashy somersault kick. Her swift, sweeping attacks when striking after a run-up are also quite fearsome.

LORD J



Character: Lord J looks like somebody's dad! Let's face it, he doesn't look capable of anything outside of propping up the local pub's bar! However, Lord J, the city's Mayor no less, is an eighth dan, black-belt Karate champion. At least he *was* in his day.

Abilities: Main man with the Lightning Strike, where he punches the ground therefore causing an electrical storm to engulf his aggressors. A dash attack coupled with a punch brings Lord J's power-push into effect.

COMMENT

PAUL

The problem with beat em ups is that, after a while, they all end up looking very much the same. However Brawl Brothers has some features in its favour. Two-player simultaneous action and a choice of five significantly differing main characters for one. However, Jaleco are those people who brought us the Rival Turf debacles, so the question is just how well this measures up when compared to the potential of Capcom's Final Fight II. For a start the action is fast and frantic, the enemy sprites are interesting but it's a shame that the boss characters are just variations of the game's heroes. The fighting takes place in a wide range of exciting locations across a reasonably large playing area and so boredom never takes hold. Overall, the game is quite a challenge, but just misses out on being completely brilliant due to some slow down in the two-player game and the dreaded sprite flicker also raises its dastardly head on occasion. In time the game becomes rather predictable and so the game is quite predictable and, therefore, beatable sooner than expected. Also the hardest difficulty setting amounts to general unfairness, once Hack or the rest are floored by the enemies' best it is almost impossible to get on two feet again. Generally, though, this is a high quality beat em up and is certainly worth cosideration, though I expect Final Fight II is about to wipe the floor with it.

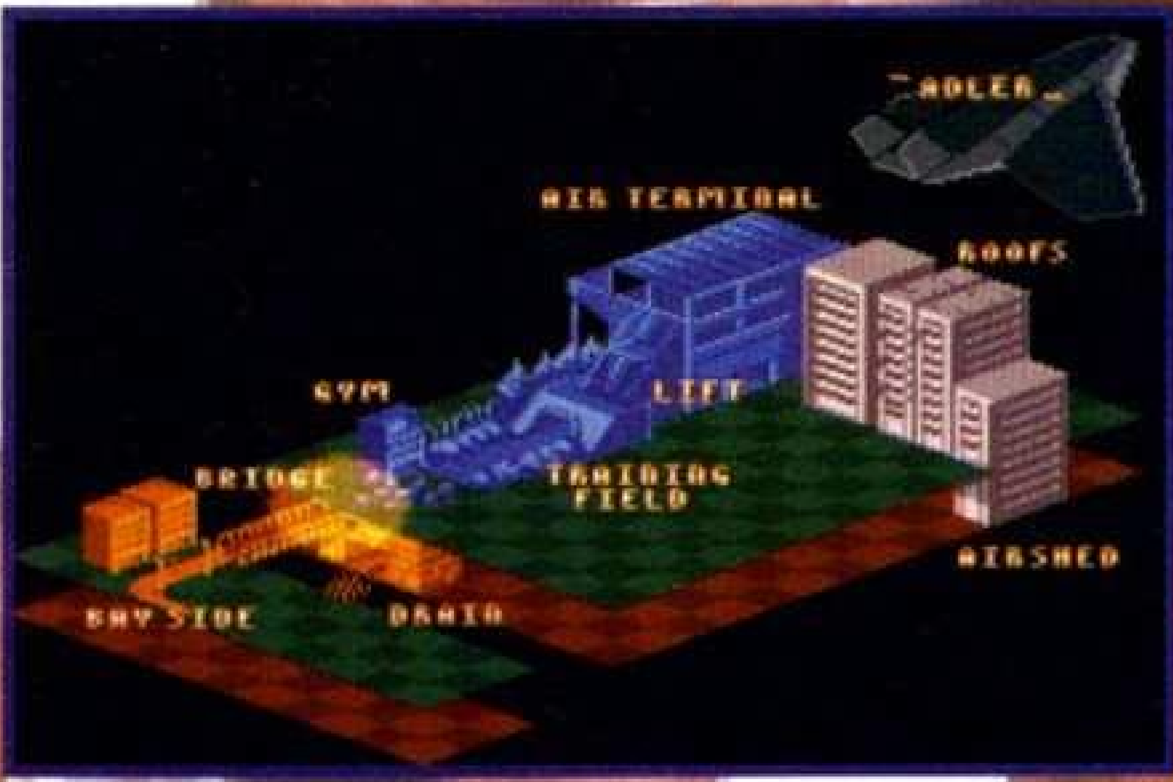
COMMENT

RAD

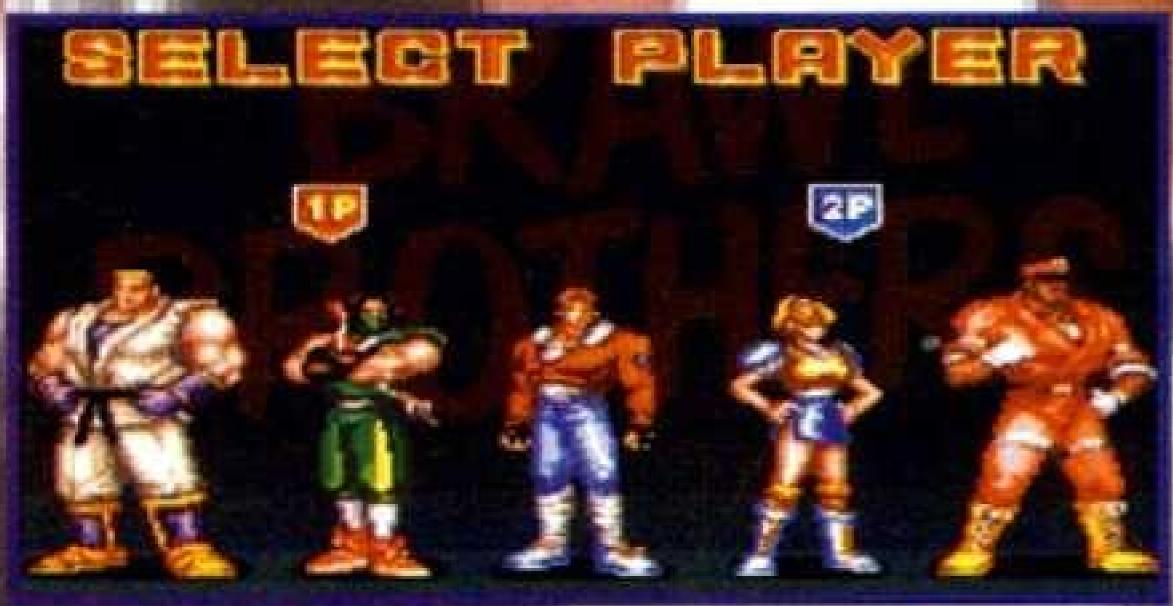
Well, maybe the horizontally-scrolling beat 'em up isn't the rarest of breeds on the Super NES, but let's face it, there's only really one decent one on the market, so there's plenty of room for competition. Fortunately, Brawl Brothers doesn't fall into the usual Final Fight cloning trap and tries out a whole bunch of new ideas, along with a load of old ones everyone's seen before. The ability to choose from all the characters you've rescued between each level is quite clever and each has their own selection of moves, so the difference is more than cosmetic as in most games of this ilk. The whole theme of Brawl Brothers is different to Final Fight, too. It's a much more cartoony, almost futuristic, robots and technology atmosphere as opposed to the would-be street violence of the Capcom game. Although the graphics flicker in places, on the whole they hold the suspension of disbelief pretty well, with the largish and well detailed sprites having character, and the backgrounds are nothing short of excellent. What's more, Brawl Brothers has that most sought after of beat 'em up accoutrements - the simultaneous two-player option. This works pretty well in Brawl Bros, there's more than enough competition for both, and the options allow you to turn the player-hit function off to stop you and your pal beating the flip out of each other. Although Brawl Brothers is extremely playable and great fun, it still isn't quite the best game of its type. There's often so much going on on screen that the game easily gets confusing, and it's just a bit too easy. That said, this is still a really smart title which every violence fan should go for.

OUTSIDE! OUTSIDE, NOW!

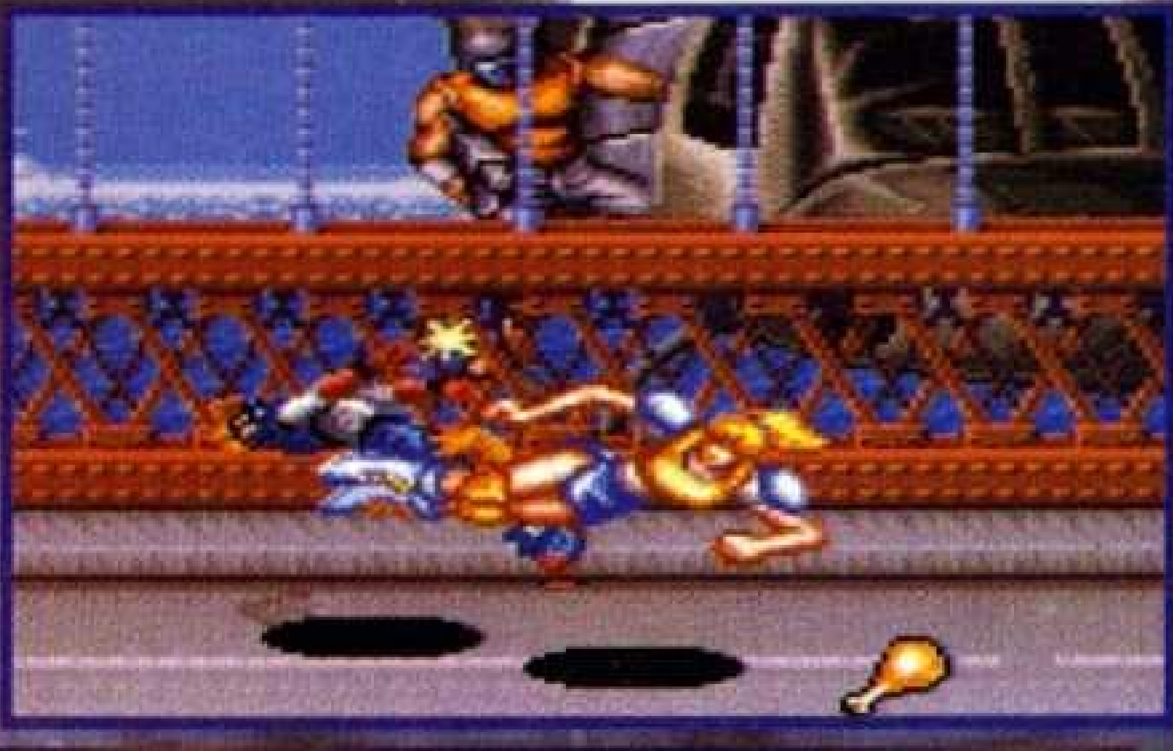
Even best buddies have their disagreements. Steve and Andy are falling out all the time - bless 'em. Likewise the five heroes in this violent tale enjoy the occasional barny to clear the air. Should Hack ever criticise Wendy's dress sense, and who wouldn't, there's a guaranteed scrap in the making. Does Slash's persistent denial of stealing his nik-name from the guitarist of a sad rock band grind on the others' nerves? Well of course it does! For this reason the team have erected a chicken-wire enclosure in which to settle their differences. Just don't ever refer to Lord J as Lord 'Jobby', or he'll gently wipe that grin off your face with a rock!

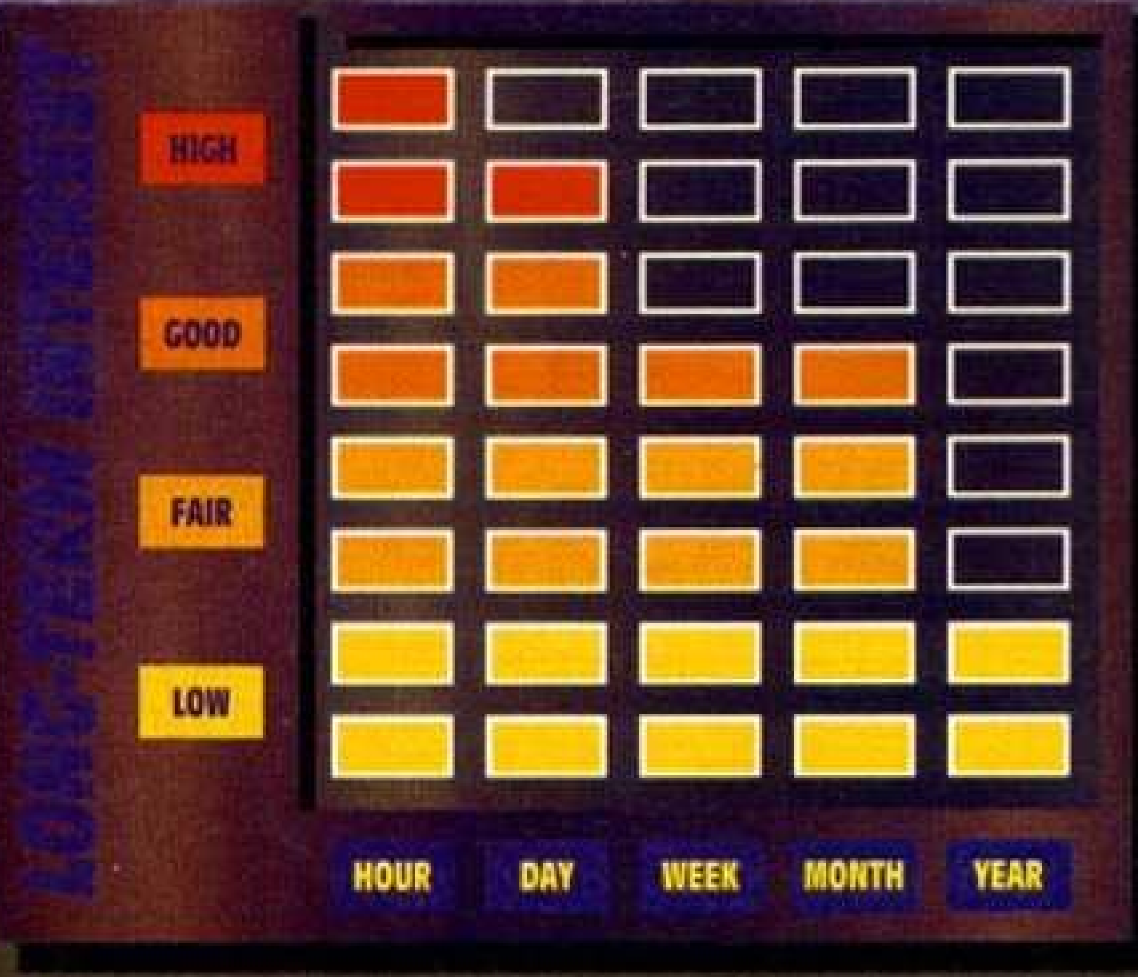


▲ Fighting mayhem in the streets of Legoland.

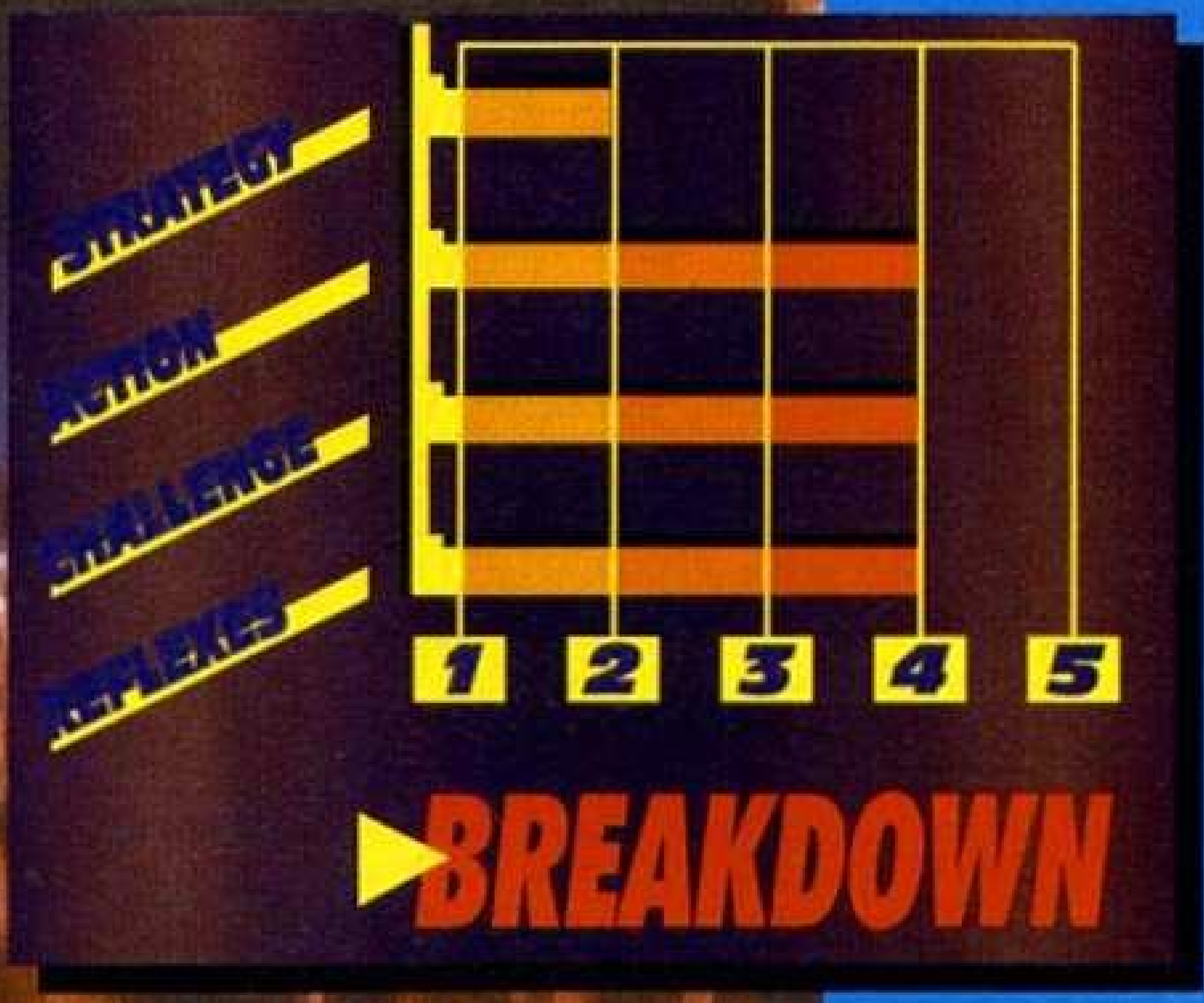


▼ Hmmm, have you got the one on the right in blue?





RATINGS



PRESENTATION

▲ A generous option screen and extensive in-game presentaion gives Brawl Brothers the feel of a good quality coin-op.

91

GRAPHICS

▲ Imaginitive characters - heroes and enemies alike - brawl away in exciting locations.
▼ There is sprite flicker which is pretty inexcusable these days.

89

SOUND

▲ Well executed, punchy soundtracks compliment the on screen action perfectly. The sound effects are cool in places too.
▼ These aren't the best tunes to grace the machine.

88

PLAYABILITY

▲ Classic beat 'em up action! The addition of the two-player option adds to the game's appeal.
▼ The disappointing bosses and slowdown make the going a little depressing.

86

LASTABILITY

▲ Retains its cool factor long after completion. The vs mode adds to the cart's life expectancy.
▼ Predictable enemy traits certify completion.

82

OVERALL

An outstanding beat' em up which suffers on a few minor accounts but is still most certainly worth checking out!

84

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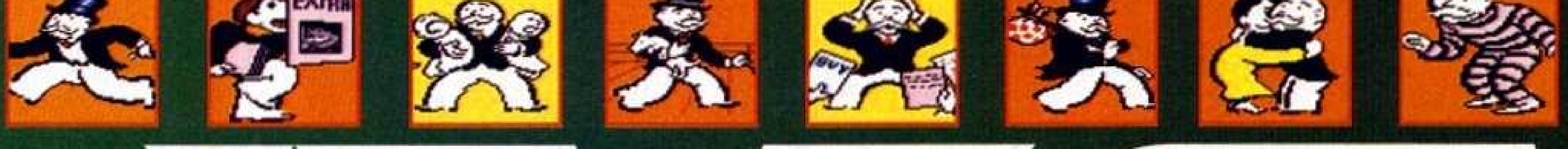
THE NMS MONOPOLY CHALLENGE

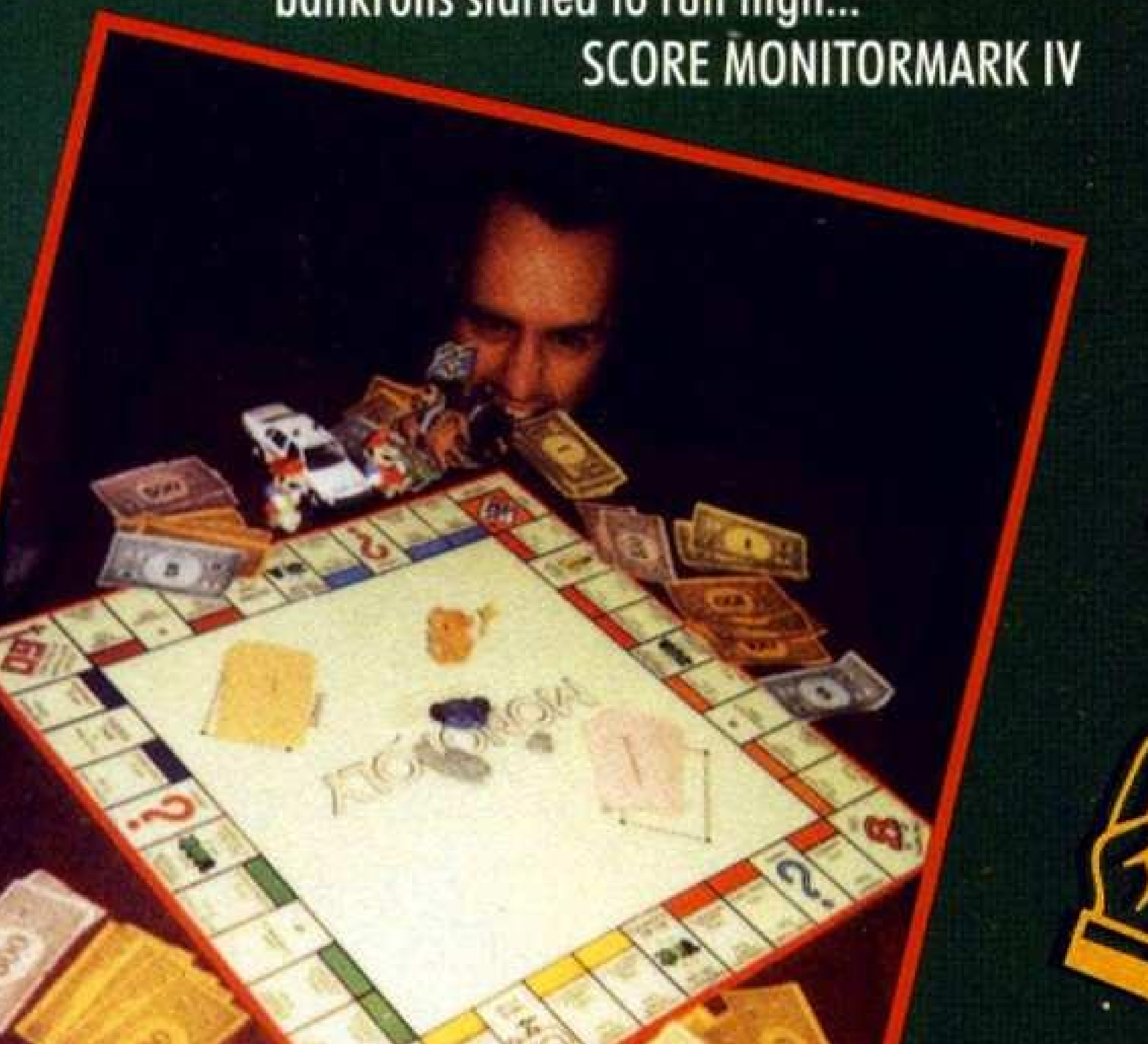


Welcome once more to NMS Challenge System. After the adrenal overdose of Mario Kart in the last challenge, I decided to choose a more sedate, even cerebral pursuit for the next staff gladiatorial. The arrival of the console version of Monopoly in the office caught my eye, and I announced this as The Challenge. Of course, the crew was dumbfounded. Wot, no aliens? No guns? No continues? None of it. Just good old fashioned Capitalism. However, once seated round the familiar square board, the game quickly exposed the boys for the cheating, conniving, slimy little crooks they truly are. Indeed, it is extraordinary that no serious physical crime occurred as tempers and bankrolls started to run high...

SCORE MONITORMARK IV

THE RULES ARE- NO RULES

Everyone is familiar with the game of Monopoly - only everyone has their own set of rules, passed down through generations. For our purposes, the game was to last two hours and the winner was the player with the most cash and asset values combined. Our untrustworthy mob were relieved to learn that any other kind of wheeler dealing was allowed, short of nabbing fivers from opponents' piles. Andy was elected Banker, due to his honest face and because it was his game. Each player started with their standard £1500 in mixed denominations, and yes, somebody dared to say they wished it was real money...



LOOK AT MY WEE MAN

Pyschologists would say you could deduce a lot about someone from the Monopoly counter they choose. I hereby publish my own findings on the NMS selections:

★ANDY & SAD KEN

Andy's boyish, fast guy character is reflected in his choice of the car. Sad Ken was our guest player, a pathetic individual who hauled himself in off the street and declared himself one of the lads. But it wasn't long before the clueless pair had taken a wrong turning...

★TIM

Since he's either all at sea or in deep water, Tim's choice of the boat was spot on. As he chugged around the board, his game began to drift badly, and it wasn't long before I expected him to go under due to excess ballast...

★JAZ

Jaz thought he was promoting his racy image with the plastic motorbike he insisted on using. But the incongrous item suited him more than he knew, being tacky, lightweight and having to lie constantly on one side...

★RAD

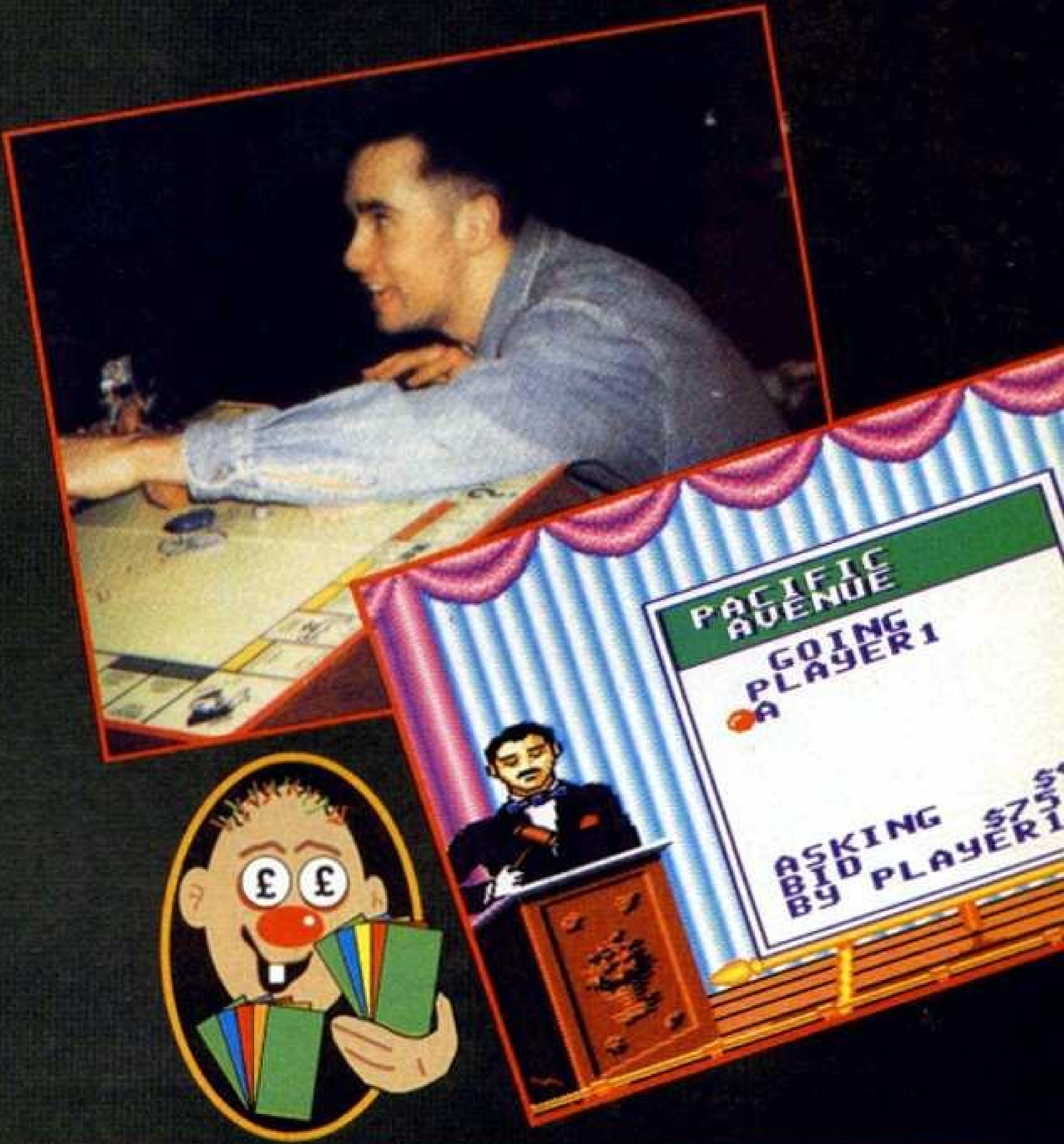
Always the social outcast, the groovy rubber monster was deemed fit for Rad alone. However, the lank-haired pensmith was not allowed to insert his finger into the decrepit toy, and it looked rather limp and pathetic in its new role. How apt...

★GUS

Initially McGuff wanted the monster, but bowing to Rad he picked the top hat, hoping it might add a touch of class to his uncouth games skills. He then claimed he preferred the Scotty Dog, and the less said about that the better...

★GARY

Gary chose the iron, perhaps because the muscle-bound lunk thought that he could pump it. Considering it's thumb-sized, his ego was again shrunk to its proper size. Fortunately Gary doesn't know his Cockney slang, which is probably just as well...



AND THEY'RE OFF!

Gus rolled the highest number, and took first turn. Off to a scorching start, he bought Angel and Whitehall in quick succession. Gary was directly behind him, grabbing Pentonville and spoiling the blue set. It was obvious there was going to be a property binge for the first few rounds. But strangely, it seemed that Islington was the place to be, as both Tim and Rad rested there to Gus's enrichment. As that twosome blundered from space to space, it was clear (and befitting) that only the dregs of the property market would come their way. True enough, Tim was desparate enough to buy the truly mince Electric Company. Only someone like Rad would bid £320 for Marylebone Station, when he looks more likely to be dossing on the platform.

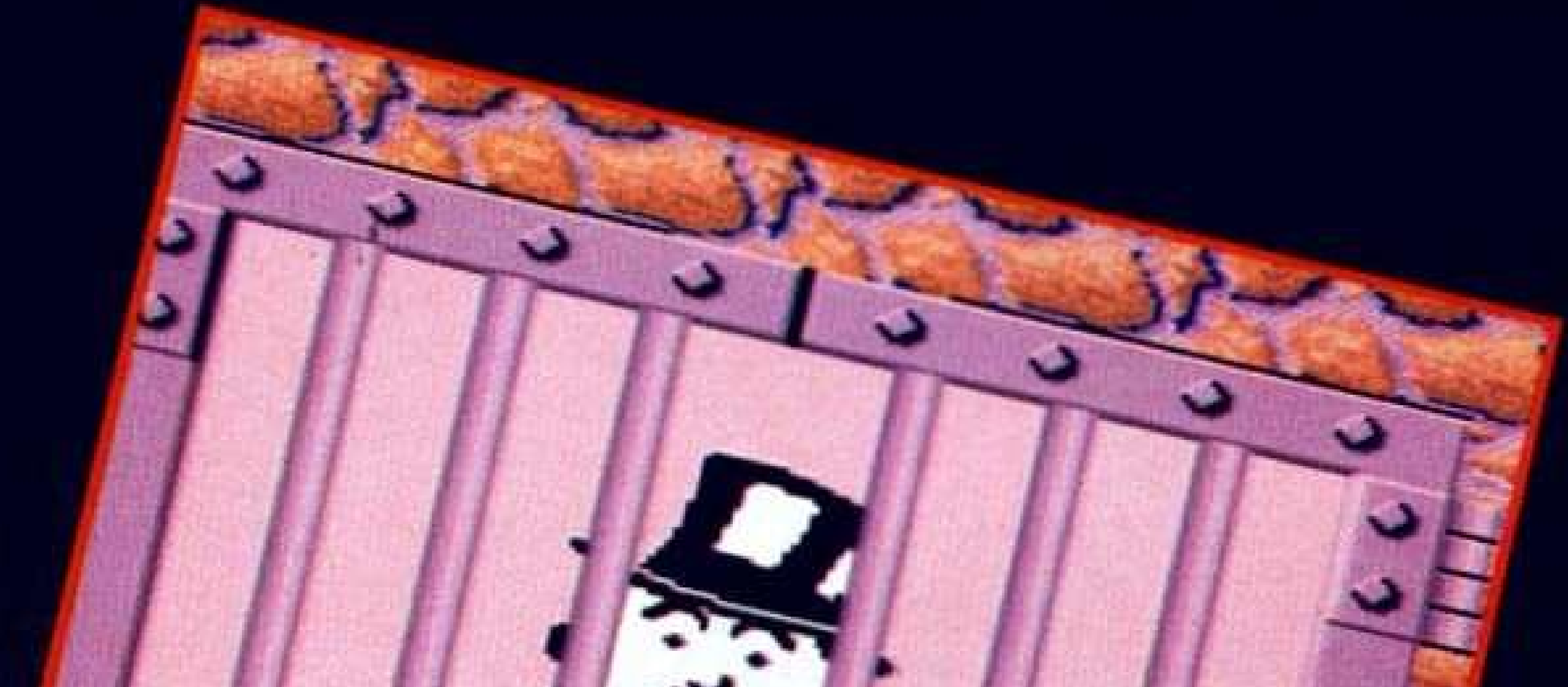
FOR SALE
CHANCE
READING RAILROAD
ORIENTAL AVENUE
$100
$200
10%

HALF HOUR

Gus's property binge continues, and his pile of cards is multi-coloured with yellow, red and green additions. Meanwhile the rest of the herd are bickering over the railways, which are split three ways. Then the game enters a period of Chances, with all sorts of happenings pulled out the pile, some more believable than others: Jaz coming second in a beauty contest? Tim got a speeding fine, which was unfair considering the amount of times he held up the game to find his counter. At this point Gus felt he was being followed by a suspicious character. It was Gary, landing on spaces just after he bought them. The last sighting of him was as he was partaking of a hostelry on Old Sad Kent Road and anxiously asking who he should be paying his rent to next. That was before he ended up in jail. Meanwhile, the slum barons, Tim and Rad were holding up the game over a pathetic deal involving the Water Works. £30 (count 'em) changed hands.

ONE HOUR

It's Jaz's birthday. Again. This is a trick Jaz uses in real life, and it's just as useful for collecting tenners in Monopoly. Everyone has been waiting for the last properties to get snapped up, as no-one yet has a complete set. The key to it all is Gus, who has managed to stick a grubby finger in everyone's pie. All eyes are on Northumberland Avenue (probably for the first time in history). Suddenly it's gone! The Sad Ken and Andy tag team swoop in and add it to their portfolio. Next moment, the pair and Gus are in a deep conference. Tim, Jaz and Rad look decidely nervous as the deal is announced - Sad Ken and Andy have the green set while Gus has cornered the purple triplet. This is the historic moment of the game. Both Tim and Jaz are shouting to be heard, laying deal after deal on the table like the spivs they are. Gus rejects each one, though he holds the Vine St. which Jaz desparately needs. All editorial dignity is discarded in the quest for a set, but the canny Scotsman holds firm. Rad is keeping quiet, in his usual sinister fashion.



HOUR AND A QUARTER

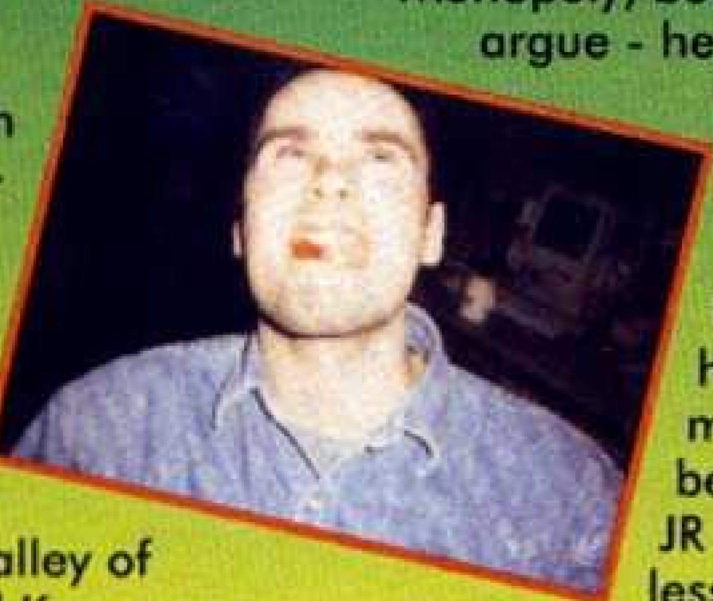
Further deals have been struck, and Gary and Jaz are now a team. The newlyweds have scraped together the deposit on the Trafalgar Square group, and are in the process of turning it into a ludicrously expensive Wimpy Development. On the other side of the board, fat and sweaty tycoons Sad Ken and Andy foolishly lay out all their liquid cash on houses for Bond and Regent St, at £200 a throw. Confidently expecting a swift payback, imagine their horror as they hit The Strand and face a bill for £700. The good times are certainly over as they mortgage their way out of it. But deals are brewing elsewhere. All Gus's earlier purchasing has left him skint so he cannot develop his properties. Tim, sitting with stacks of cash but no friends, is prepared to bankroll him in return for a slice of the action. Quickly settled, the unlikely duo are in business.

HOUR AND A HALF

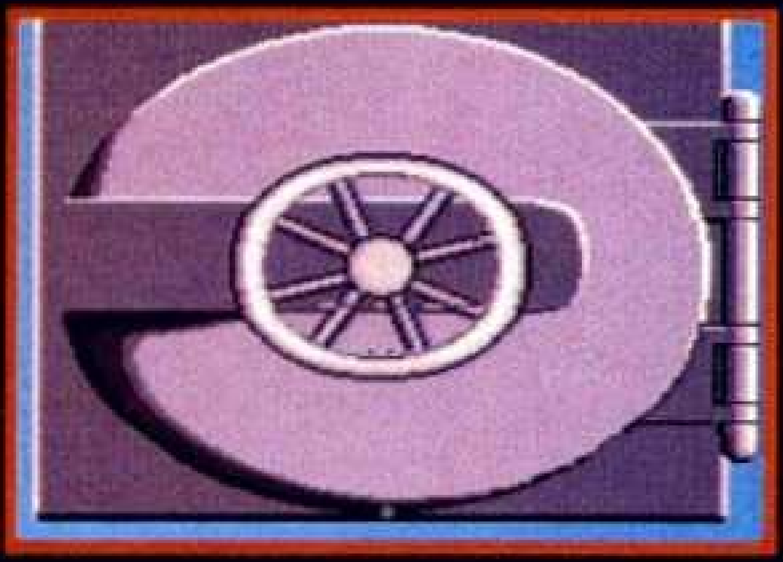
Sad Ken and Andy have created the Canary Wharf of Monopoly. Nobody has bothered to stop over on their heavily housed green set, and it all comes home to roost with a whopping £300 repair bill. They need cash, and quickly. Rad comes to the rescue with a curiously large wad he's been holding below the table. The happy couple have a new addition to the family, a little bundle of joy. Up to now, Andy and Sad Ken have agreed to let Gus off on Bond St, but the privilege does not extend to Tim. The danger zone loomed ominous before the Editor - any of six, seven or nine would land him in it. His first die was a five, and in his fear he aimed the second die at the first. True enough, it was a four - deathsville! But Tim claimed he had 'successfully' changed the first die and all was saved. 'Not so,' replied the entire universe. Tim still claims this is considered normal 'where he comes from', but then so are all sorts of games involving cards hidden up sleeves. Anyway, in this case Tim was well and truly rooked and retired from the game, preferring to commit suicide rather than drag the ungrateful Gus down the toilet where the Scot truly belongs.

ST.
ARLES
ACE
JAIL
IN
JUST VISITING
$120

HOUR AND THREE QUARTERS

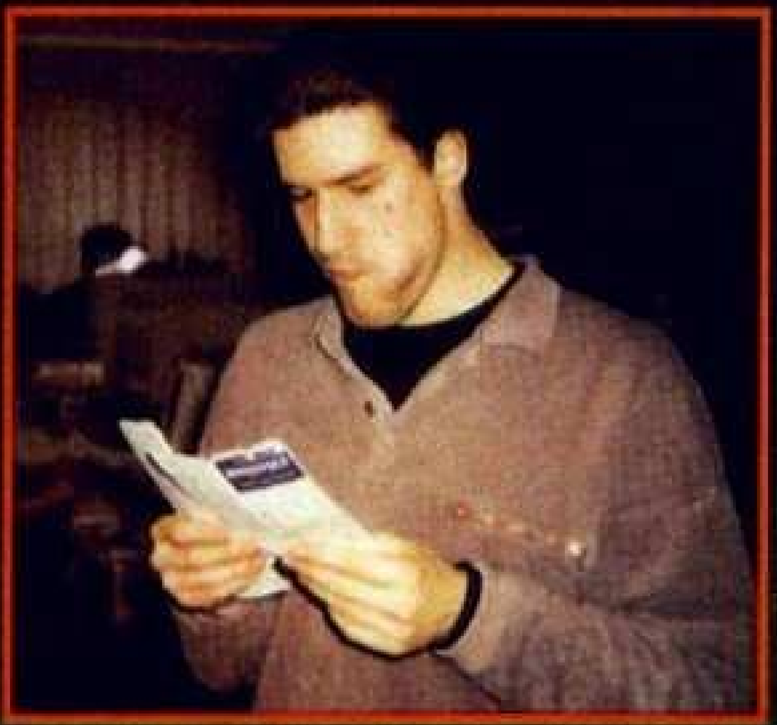


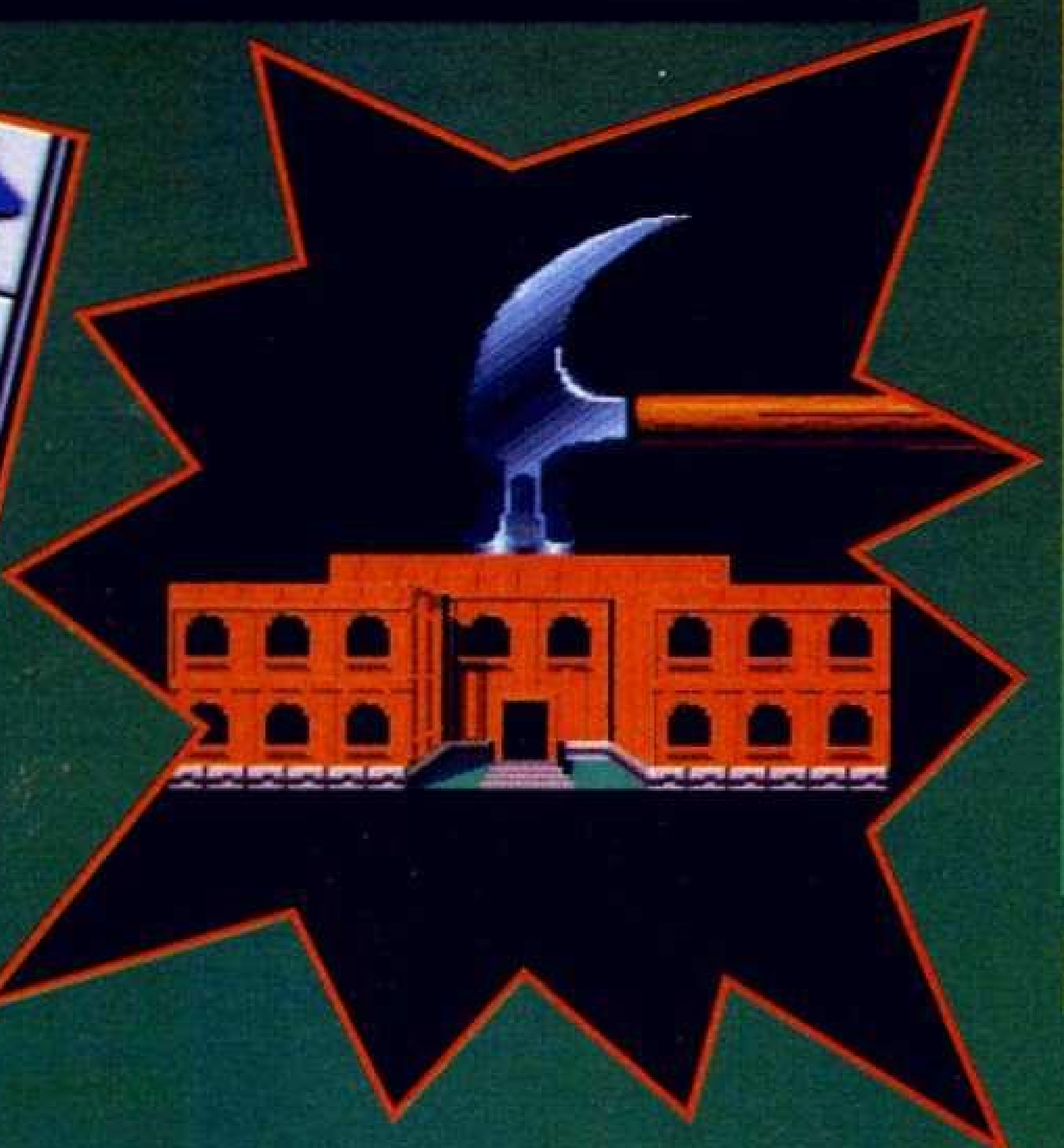
Devoid of a partner to take his falls, Gus instantly sought safety in numbers and wheeled a deal to sign with Jaz and Gary to create a Megalopoly. To put their fiendish tycoonery into perspective imagine a great arc stretching from Old Sad Kent Rd right through to Trafalgar Square. Terraced completely with houses, dotted with Jaz's Strand Hilton and Gaz's Old Sad Kent Metropole Hotel. This valley of Death, this alley of Doom, faced Rad, Andy and Sad Ken every time they rolled the dice. Oh, and they had the green set, of course, which everyone hopped over using the community chest. Now, this sort of conglomeration is strictly verboden in normal Monopoly, but this was Jazopoly and you don't argue - he makes the rules. Then followed the most amazing dance with death, as the car and his rubber monster pal scooted through the danger zone unharmed, not once but twice. However, they didn't have the reserves for even one mischance, and Trafalgar Square became their Waterloo (Copyright JR 1993). Broken, weeping and penniless, Jaz handed them their change - all of £18 - with a 'don't spend it all at once'. Quite illegally, they sold all their property to Rad for a tenner and quit.



TWO HOURS

At the finish mark there were really three winners: Jaz, Gary and Gus, who had ruthlessly banded together to clobber the rest. It was rather a hollow victory having to share the crown, but in an office where being the winner is paramount (unless you're Tim, in which case you don't care) three heads could feel satisfied they hadn't been shamed by penury. Rad was still the owner of the ubiquitous green set, but not set up to quite the same degree.





THE BITTER END

In a desperate search for fame, fortune, and a good show in these very pages, Rad and Gus feigned indignation that the game be left so undecided, particularly with so much work to do. So they played on to defeat until Rad's copy of Kerrang! arrived, and Rad's funeral consequently followed. However, he gave Gus a good run, forcing him to mortgage some of his vast property field to pay some bills. But the sheer size of his holdings wore the the multiply-pierced Senior staff writer to bankruptcy and premature retirement.

Gus was the winner by default, but it's sorrowful to note that few were on hand to witness his victory celebrations. Most had gone home in disgust and somehow it seems unlikely that Jazopoly will ever see the light of day again...

PUT IT ON PLASTIC

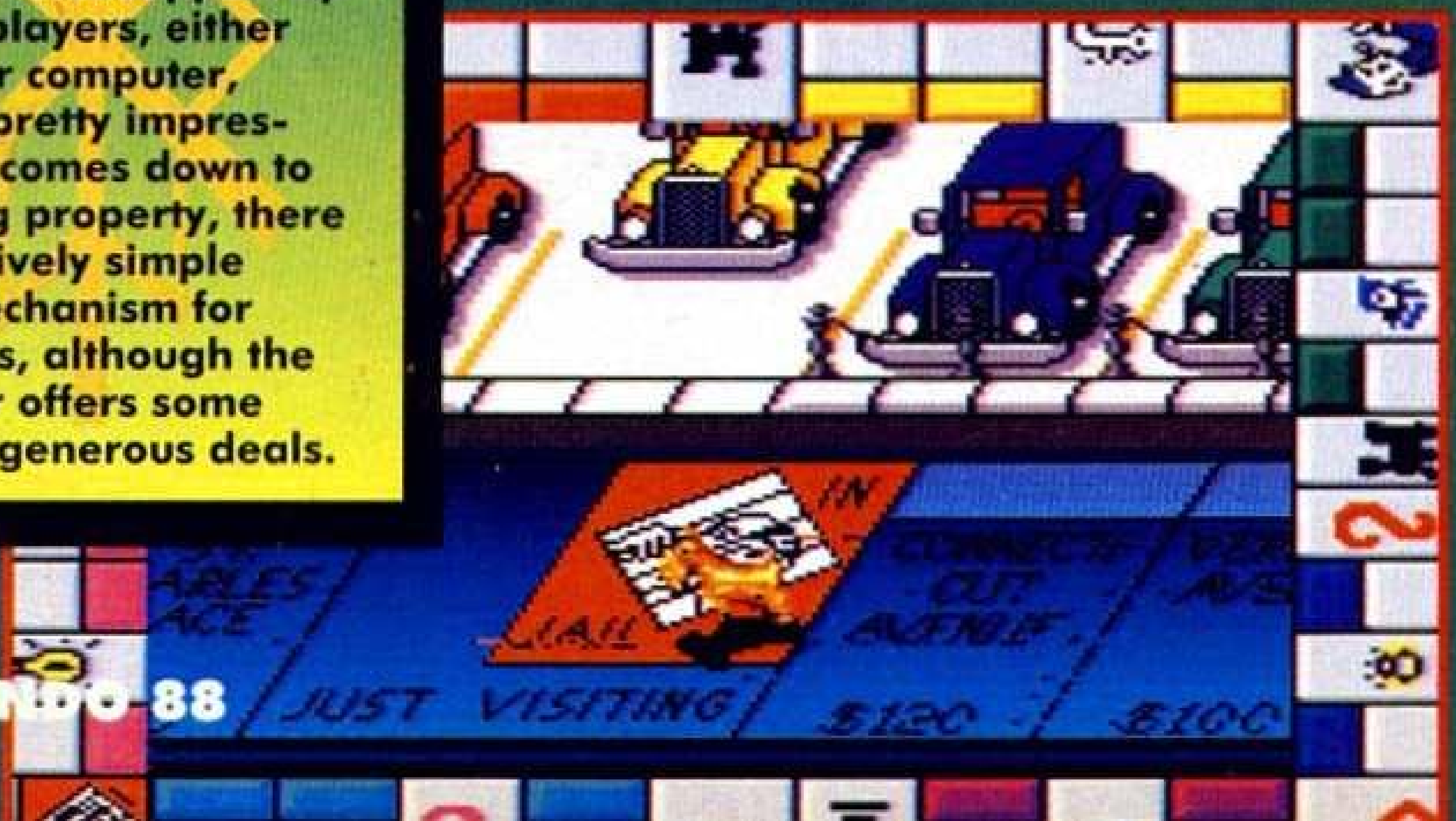
Playing Monopoly on a board is excellent fun, but suffers from various disadvantages.

1. Dog-eared notes
2. Saliva covered houses/ chewed hotels
3. Someone has to tidy it away
4. "Oh no, where's the card for Coventry St.!"
5. Losing the Top Hat.

All this may now be relegated to the past with the aid of modern technology. Yes, Monopoly on Super NES. Taking for granted that you already know the game's mechanics, let's look at the differences between the traditional and digital versions:

Firstly, the computer takes care of all the finances, and also collects rent automatically, so there's no dodging payment. That's a bit annoying if you're planning to let someone off. The game can support up to eight players, either human or computer, which is pretty impressive. If it comes down to swapping property, there is a relatively simple menu mechanism for doing this, although the computer offers some pretty ungenerous deals.

The other main difference to playing is the enhanced visuals and sound effects. Unless you make some cardboard decorations and make up a tape of your 'Take That' faves, there's not much in the way of entertainment with the original board. However, the console version has lots of sequences, using the little Monopoly man of yore. There's also a smattering of neat speech, and jazzy music. So you pays yer money, you takes yer choice. In the case of the Super NES version much more money, and less choice or at least less flexibility with the rules. However, this is fun and competently programmed, and the best computer Monopoly you could expect.



PRESENTATION

▲ Eight players, computer or otherwise can take part, and there's loads of options.

90

GRAPHICS

▼ Basic board graphics, and very little variety. Very little to recommend, in fact.

60

SOUND

▲ Speech and music snippets are atmospheric and spot on.
▼ Most of the game is silent.

63

LASTABILITY

▲ Monopoly will get dragged out more in the future. Less hassle than the board game.

91

PLAYABILITY

▲ With lots of players, Monopoly can be a riot.
▼ The console version allows no bending of the rules.

86

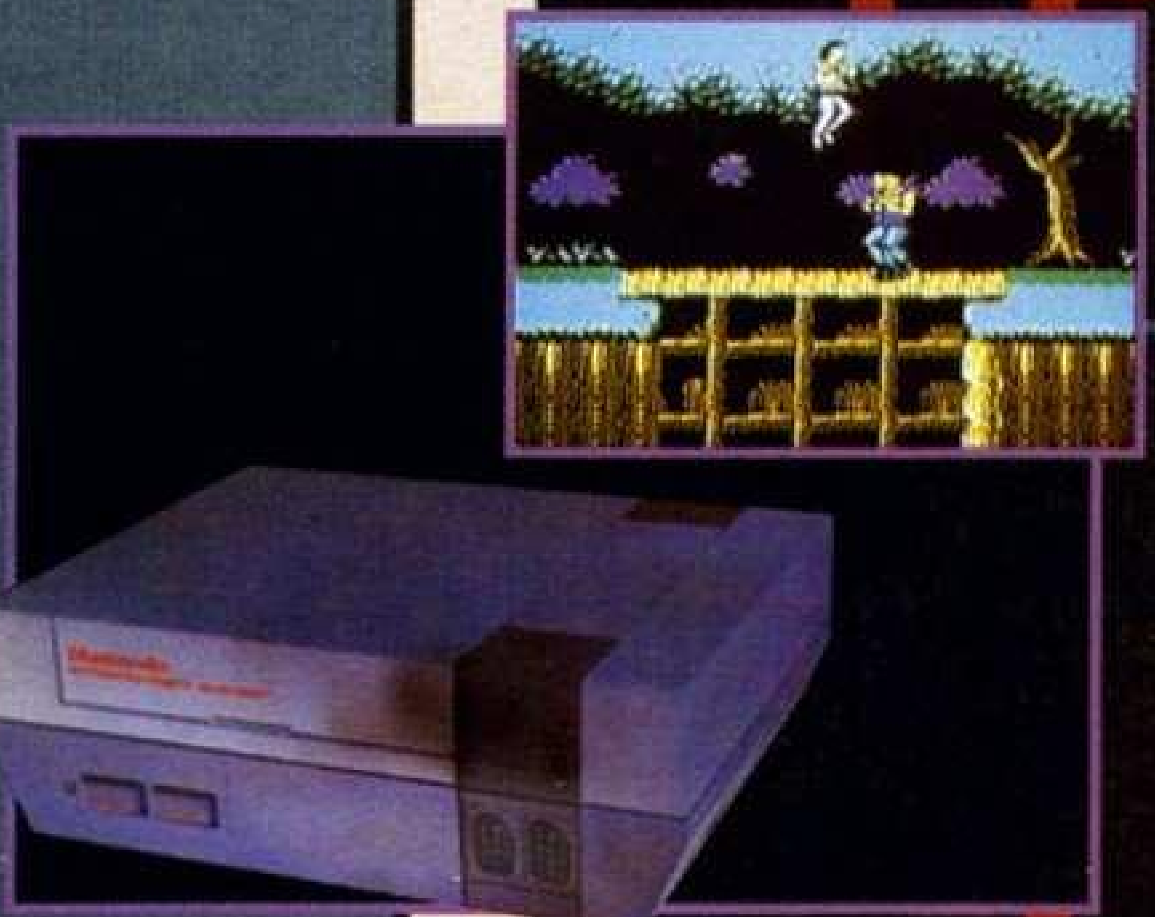
OVERALL

This will only appeal to board game lovers and groups of players, but has to be one of the all-time classic games, faithfully converted.

90

LETHAL WEAPON

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the persuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.

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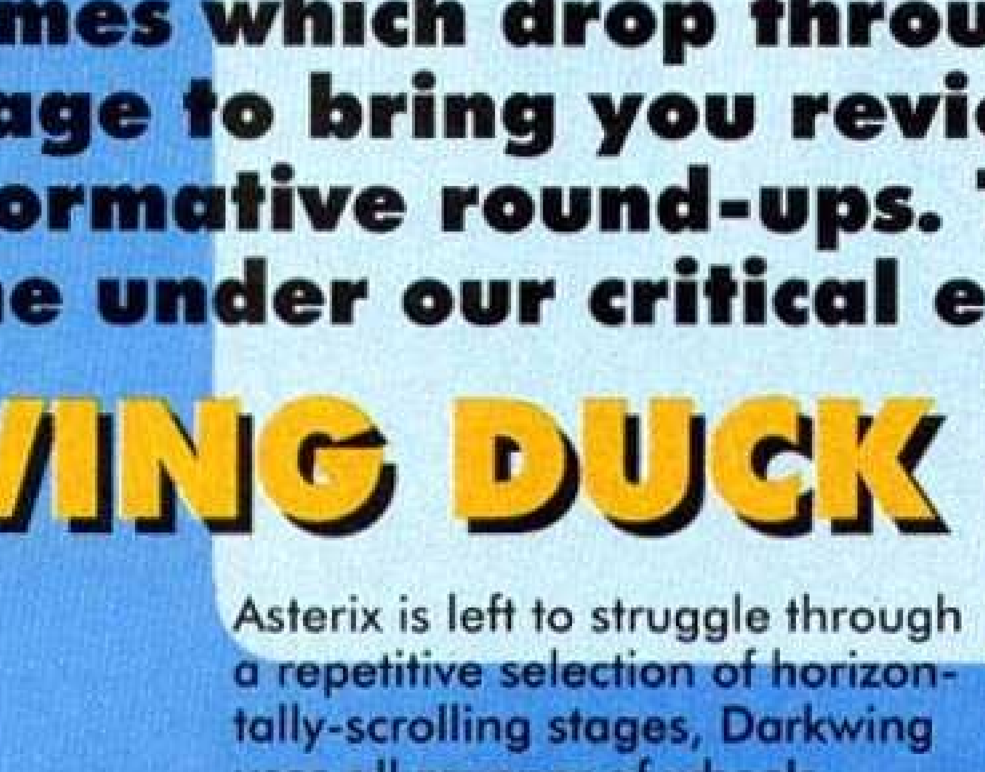
GAME BOY ROUND-UP

Alas, space restrictions prevent us from giving full reviews to all the Nintendo games which drop through our letter box, but nevertheless we still manage to bring you reviews of all the latest releases in our short but informative round-ups. This time, a plethora of Game Boy releases come under our critical eyes...

DARKWING DUCK

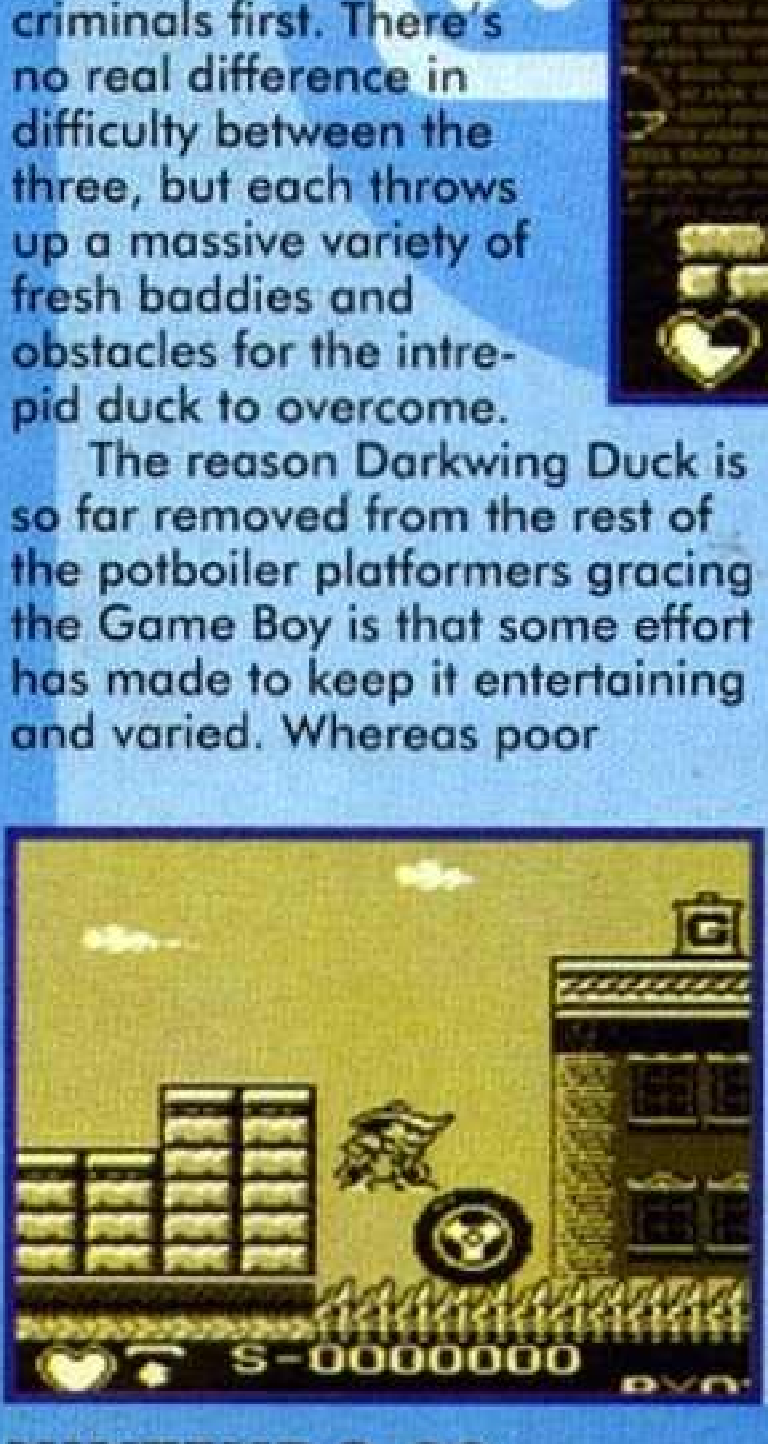
CAPCOM
£24.99
RELEASE:TBA

Is it a bird?.Is it a plane? Actually you were right first time, as Capcom's latest Disney superhero is pixellated for all you platform fans out there. Although his name is hardly synonymous with acts of heroism over here, Darkwing Duck is an aquatic agent set to rid the streets of villainous scum. Following the usual introductory tripe with Darkwing's briefing on the perils ahead, a map appears inviting the player to select which of the game's three zones they wish to cleanse of criminals first. There's no real difference in difficulty between the three, but each throws up a massive variety of fresh baddies and obstacles for the intrepid duck to overcome.



The reason Darkwing Duck is so far removed from the rest of the potboiler platformers gracing the Game Boy is that some effort has made to keep it entertaining and varied. Whereas poor Asterix is left to struggle through a repetitive selection of horizontally-scrolling stages, Darkwing uses all manner of wheels, hooks, and pulley systems to ease him past the trickier stages. In addition, intelligent nasties also add to the fun, with shield-raising foes and hovering helicopters contributing to the jolly japes.

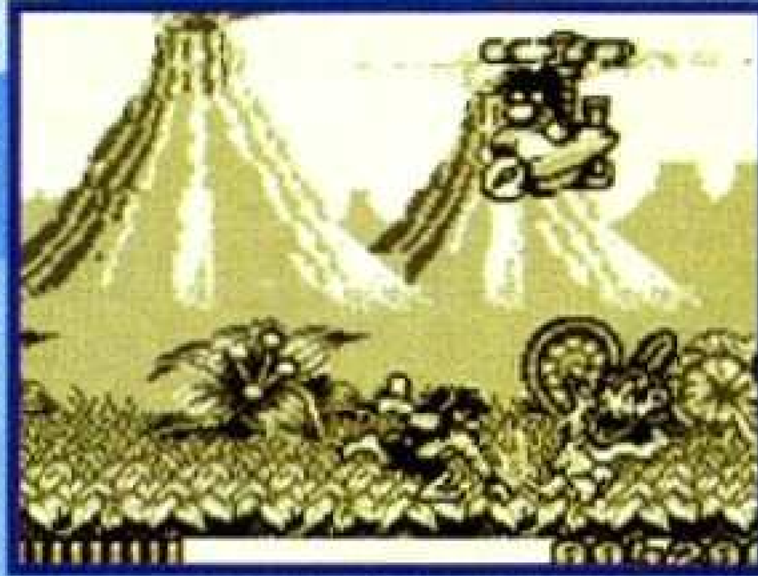
Darkwing Duck contains more original elements than at least a dozen other platformers I could name off the top of my head, and for that reason alone it deserves all the credit it gets. However, with the addition of long-lasting gameplay and a sprawling play area, Darkwing Duck is quite simply one of the best platform efforts for the Game Boy and, as far as I'm concerned, is right up there with the likes of Mario Land.



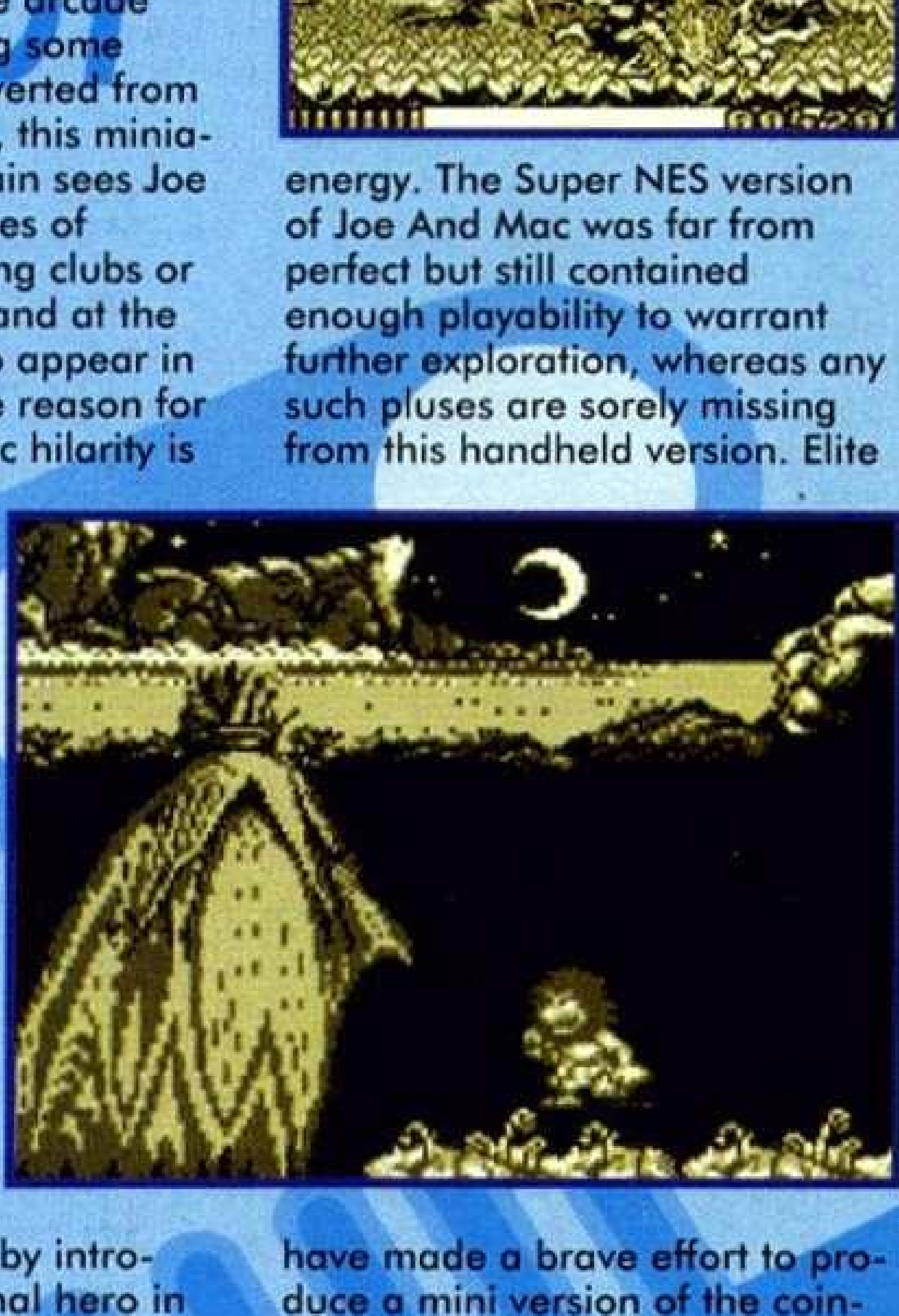
PRESENTATION	**90%**
GRAPHICS	**92%**
SOUND	**79%**
PLAYABILITY	**90%**
LASTABILITY	**87%**
OVERALL	**91%**

JOE AND MAC

ELITE
£24.99
RELEASE:TBA



A rather dull and tired platform game in its arcade form, Game Boy Joe And Mac suffers from the same faults as the arcade parent - whilst adding some more to the list. Converted from the DataEast coin-op, this miniature version once again sees Joe scuttling across a series of scrolling levels, lobbing clubs or whatever comes to hand at the hundreds of foes who appear in pairs to stop him. The reason for this bout of prehistoric hilarity is once again a woman, and Joe's scantily-clad mate is awaiting rescue somewhere behind the many bosses, and while she grants Joe with a kiss after every completed round, the full works are only granted when every level has been cleared. Wahey!



Whilst Joe And Mac raises the player's expectations by introducing the Neanderthal hero in all his well-drawn glory against similarly detailed backdrops, it soon becomes apparent that these are just icing on a very ordinary cake. The first problem is that Joe and his many foes tend to blur into the backdrops, and the second is that the weaponry available is slow and inaccurate, resulting rather too often in the unavoidable loss of energy. The Super NES version of Joe And Mac was far from perfect but still contained enough playability to warrant further exploration, whereas any such pluses are sorely missing from this handheld version. Elite have made a brave effort to produce a mini version of the coin-op for the Game Boy, but sadly the monochrome machine simply can't handle it.

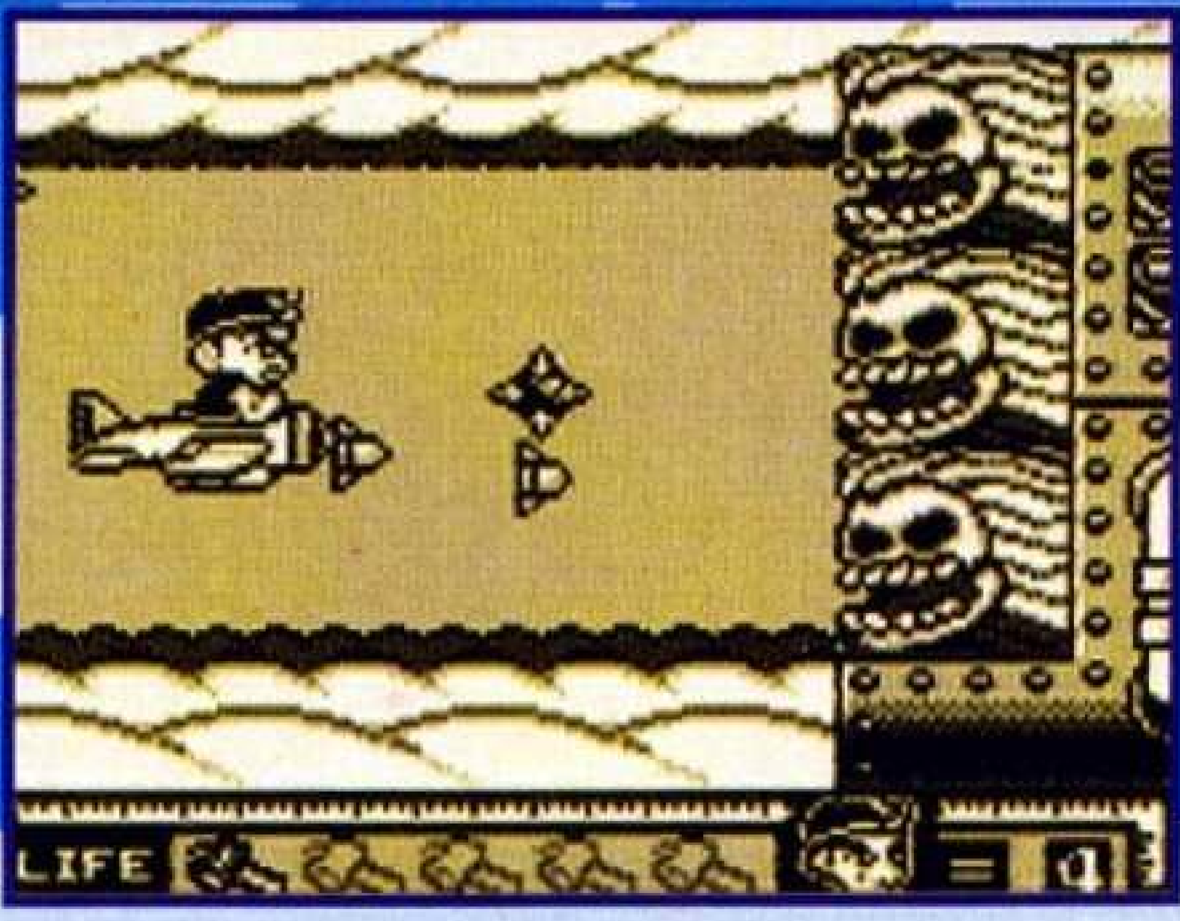
PRESENTATION	**79%**
GRAPHICS	**82%**
SOUND	**71%**
PLAYABILITY	**56%**
LASTABILITY	**68%**
OVERALL	**65%**

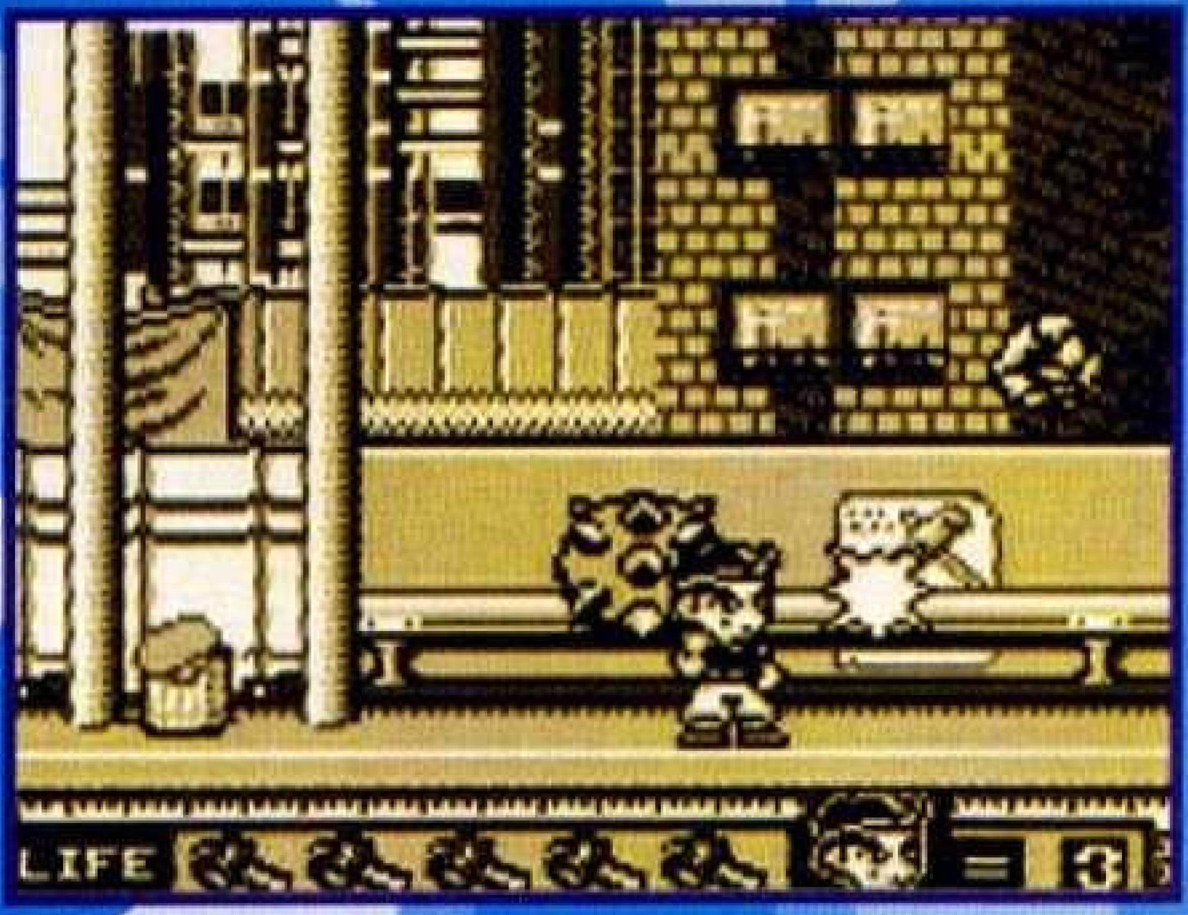
HAMMERING HARRY

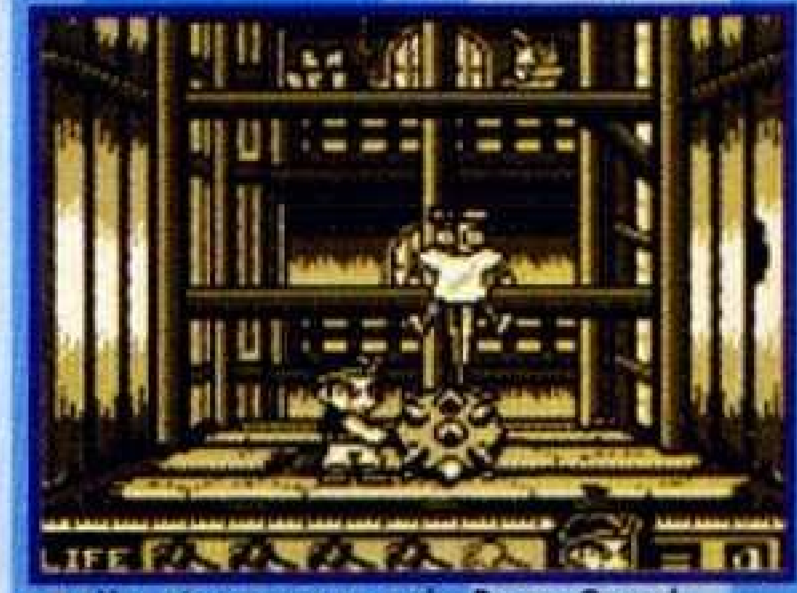
IREM
£24.99
RELEASE:TBA

Now here's a real oddity. Take one rather lardy-looking main sprite, place him in a series of alien-infested buildings, and then arm him with the biggest hammer you could imagine - voila! Irem's rather smart Hammering Harry. Converted from their rather obscure coin-op, Hammering Harry is a platform tour-de-force in which the said baddy-bashing hero takes to the land, sea and air in an attempt to rescue his chick from the hands of yet another jealous and desperately unloved villain.

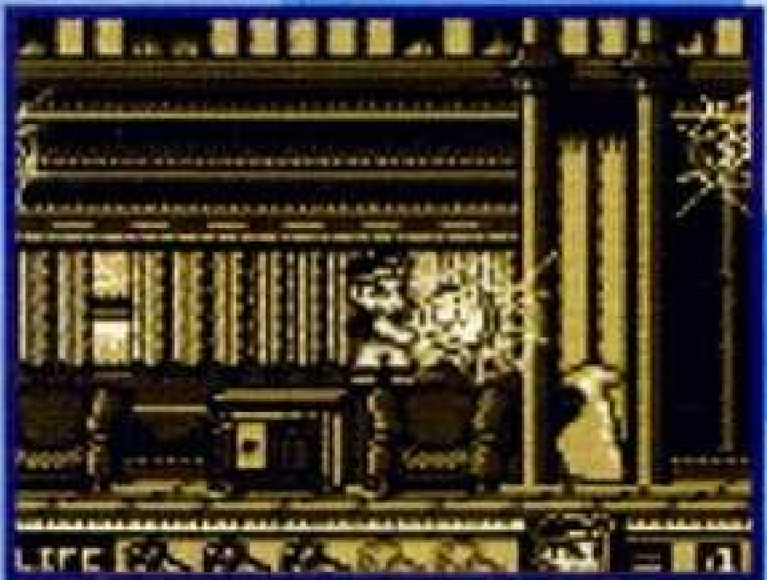
Starting in a decrepit warehouse, Harry's hammering fun starts as a simple left-to-right affair with the said tool-wielding hero bashing spooks and other such evils before eventually moving to air-based and aquatic levels. Adding such features to Harry breaks up the hammering action nicely and incorporates certain elements of numerous shoot 'em ups to the game. Irem have made a cracking job of converting Harry over to the Game Boy and, somehow, Harry's detailed graphics don't blur beyond recognition as Joe And Mac's do - which is odd as both play at roughly the same pace. A rather tasty conversion and a playable mishmash of styles to boot, you can't go far wrong with Hammering Harry.

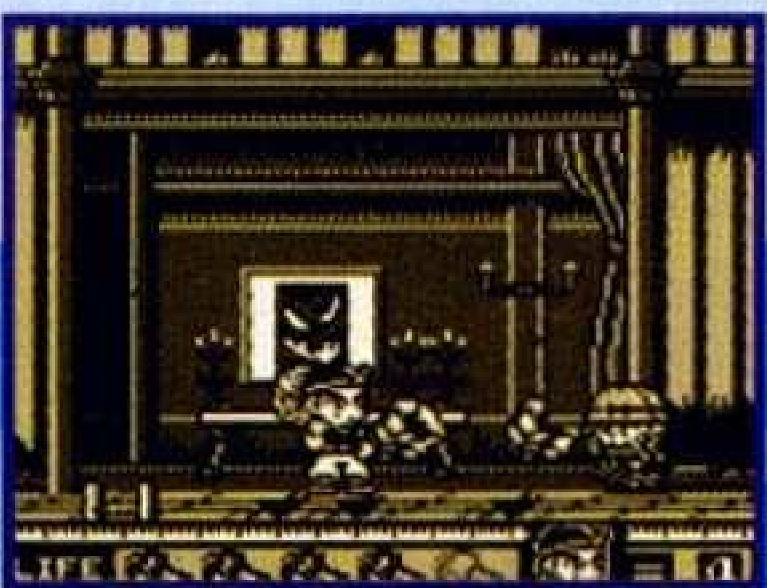


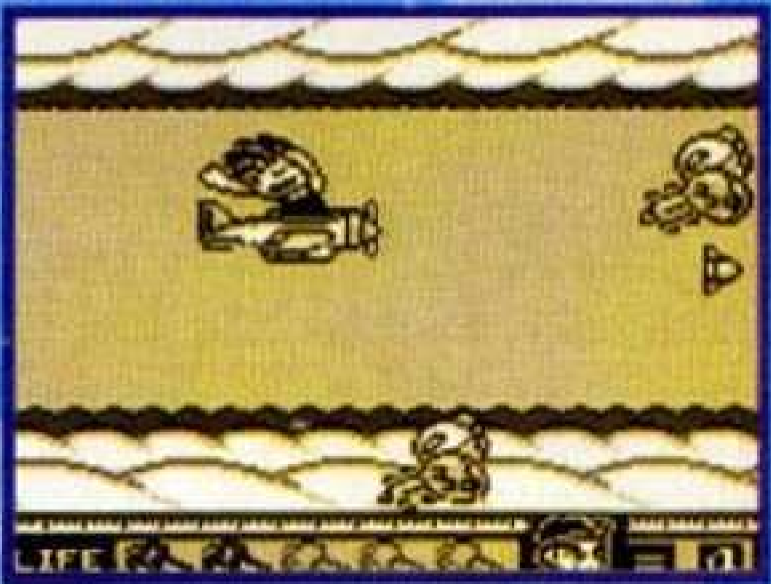




▲ Harry's got one to make Buster Gonad jealous. Yoinks!







PRESENTATION	**90%**
GRAPHICS	**93%**
SOUND	**82%**
PLAYABILITY	**85%**
LASTABILITY	**91%**
OVERALL	**90%**

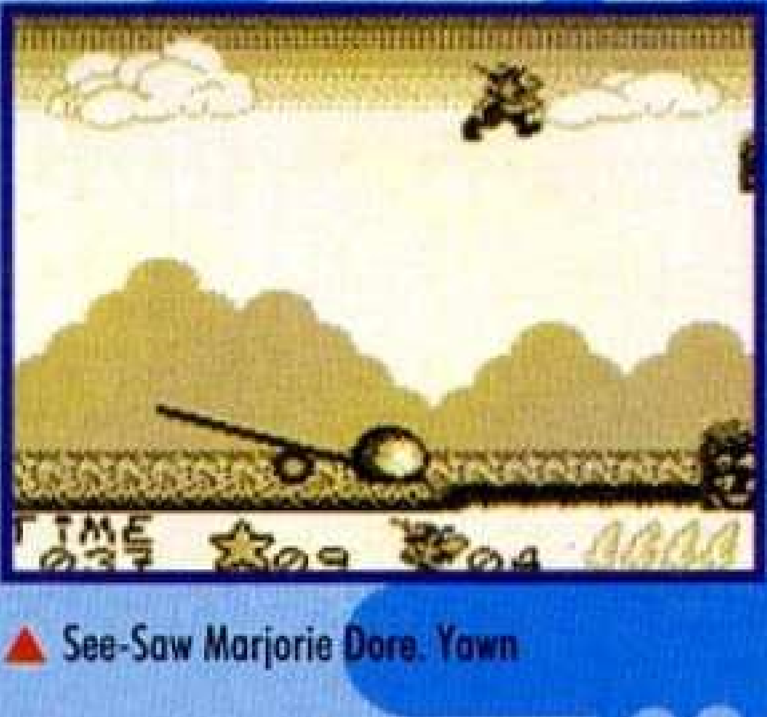
ASTERIX

INFOGRAMMES
£24.95
RELEASE:APRIL

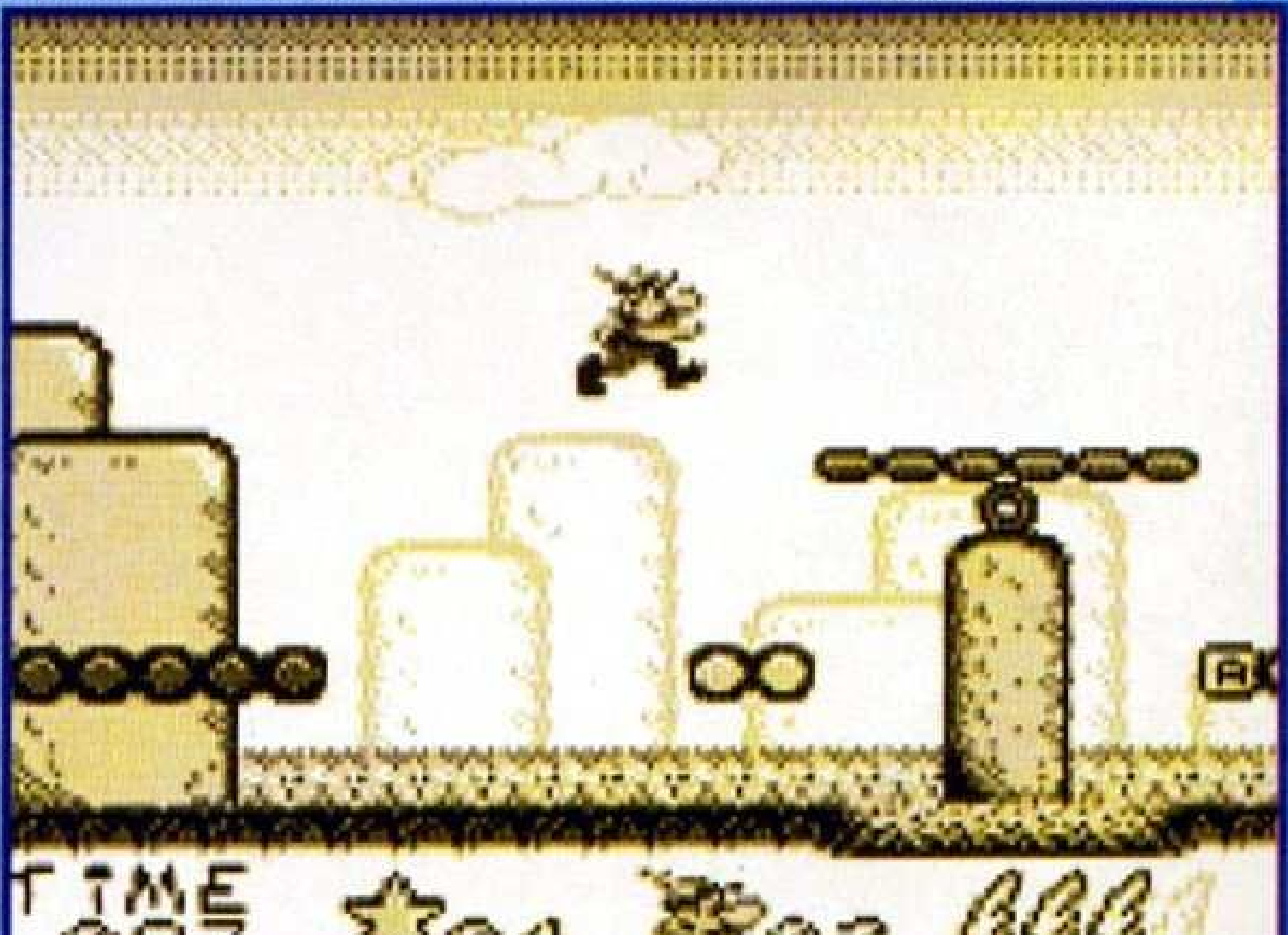
It's amazing the diversity of platformers available for the Game Boy. Whilst on the one hand there are the likes of Darkwing Duck and Mario Land which attempt to add new features and ideas to a familiar genre, every now and then a game like Asterix comes along delighting in its mediocrity. Imagine every left to right platformer you have ever encountered and forget about any original ideas and you have the cluster of ingredients which have gone into Asterix. Controlling the indomitable Gaul, the player is invited to guide the punching and leaping hero across the scrolling levels, using Boars to get past spikes, ledges to collect goodies, and punching the odd Roman Legionnaire.

Ordinarily, I would be willing to pardon Asterix's limitations if the actual game was playable, but sadly it even fails on that count. Dodgy sprite detection raises its ever-ugly head rather too often and lives are frequently lost by slipping through a moving platform or plummeting into a hole the little Gaul was seemingly several pixels from. Although all the key elements of an Asterix adventure are here - magic potion, Romans, trips across the globe - the implementation lets the whole thing down, and it seems Infogrames have a real 'Gaul' releasing substandard stuff like this wasted licence.

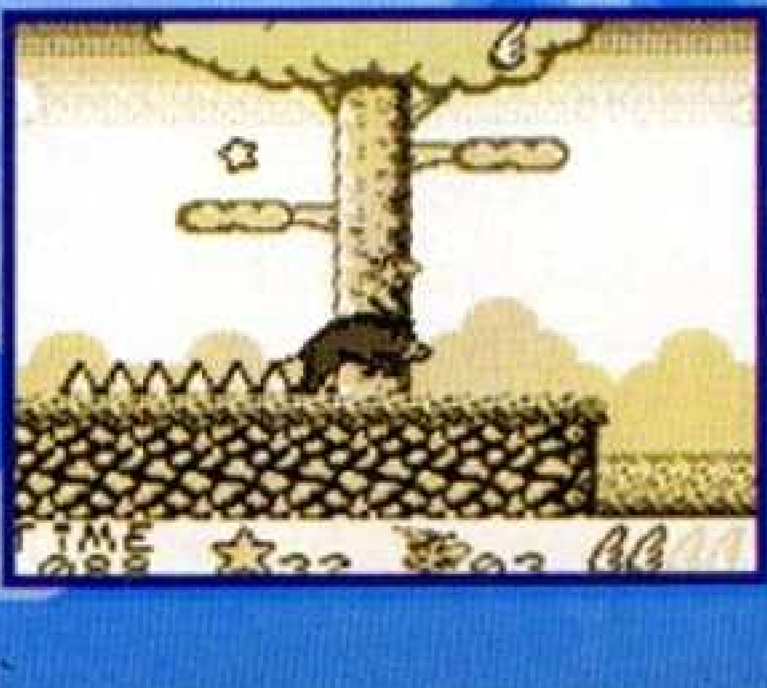
PRESENTATION	**43%**
GRAPHICS	**49%**
SOUND	**44%**
PLAYABILITY	**66%**
LASTABILITY	**38%**
OVERALL	**46%**

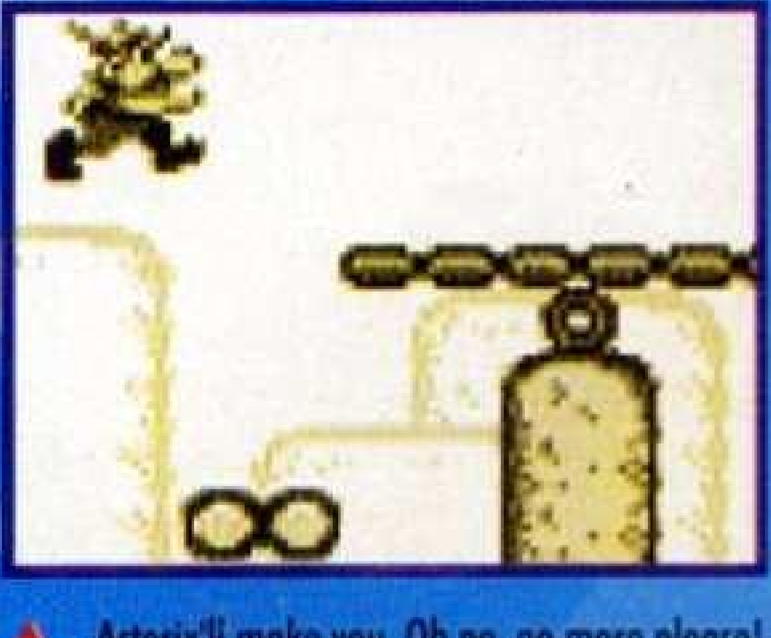


▲ See-Saw Marjorie Dore. Yawn



▲ Jump, Jump...





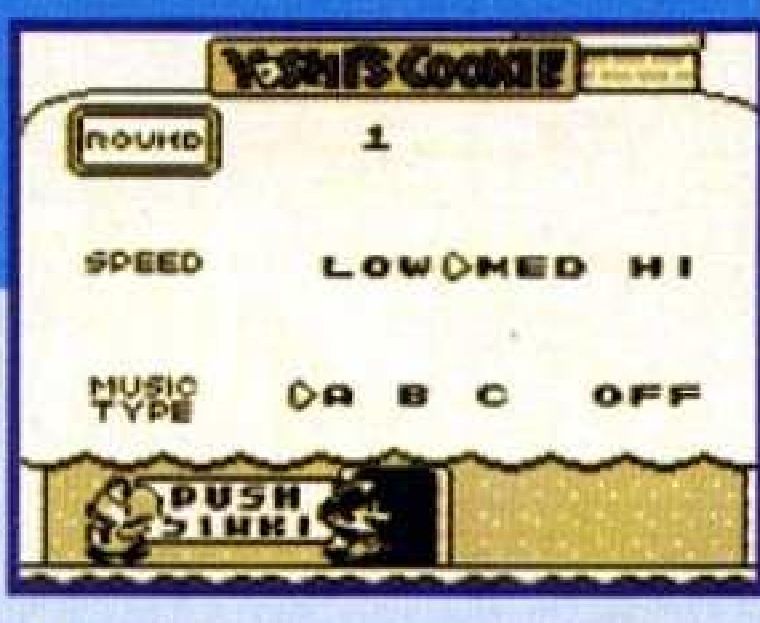
▲ ...Asterix'll make you. Oh no, no more please!

GAME BOY ROUND-UP

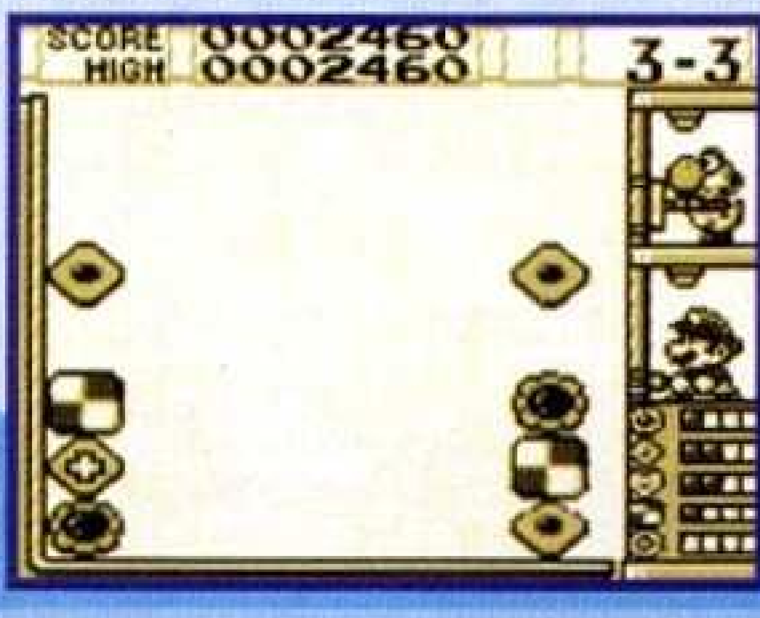
YOSHI'S COOKIES

NINTENDO
£24.99
RELEASE: APRIL

Yoshi's Cookie is, despite the Mario embellishments another game in the Tetris/Mario genre of puzzle games. Both the presentation and the gameplay are remarkably simple. The aim is to clear the sweets or 'cookies' mounting in the box in the screen's left-hand corner. The way to do this involves forming vertical and horizontal lines of matching cookies. Only when all the cookies are matched is the round complete. The only snag is the procession of more cookies from the top and right-hand side of the screen, and if your jar overfloweth with sweetmeats, then the game doth finish. And that is that. The amount of cookies, and the variety in shapes increases with each stage, and stages are bundled into rounds of ten. But apart from short interludes the game rolls on regardless (much as does Tetris). The graphics are clear, with each cookie made very distinctive, but it all looks undeniably dull, even by Game Boy standards. An extra selling point is the versus mode, but two players don't really interact at all, even as they play at the same time. Overall, Yoshi's cookie is not a bad idea, but doesn't make an outstanding puzzle game.

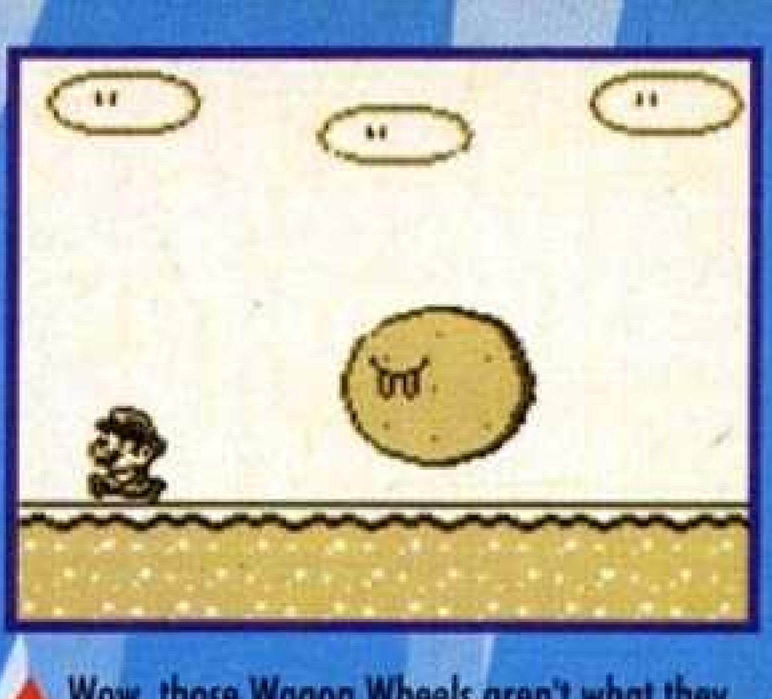

YOSHI'S COOKIE
ROUND 1
SPEED LOW MED HI
MUSIC TYPE A B C OFF
PUSH START

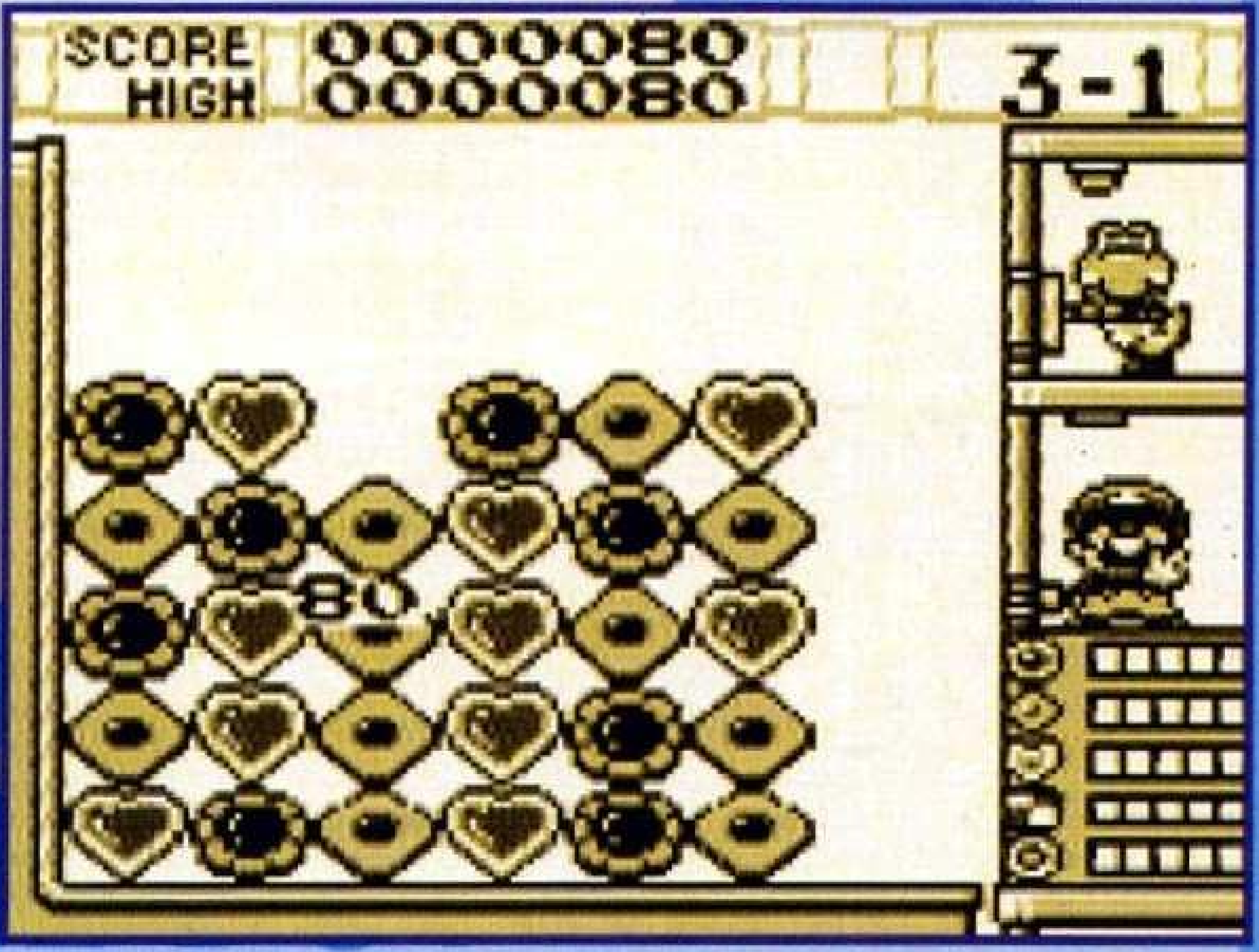
▲ My, what an interesting screenshot...


SCORE 0002460
HIGH 0002460
3-3

▲ Match the biccies, match the biccies like the wind old woman!

PRESENTATION	**79%**
GRAPHICS	**50%**
SOUND	**72%**
PLAYABILITY	**70%**
LASTABILITY	**63%**
OVERALL	**75%**


▲ Wow, those Wagon Wheels aren't what they used to be...


SCORE 0000080
HIGH 0000080
3-1

• • • • • • • • • • • • • • • • • • • •

KID DRACULA

KONAMI
£24.99
RELEASE:TBA

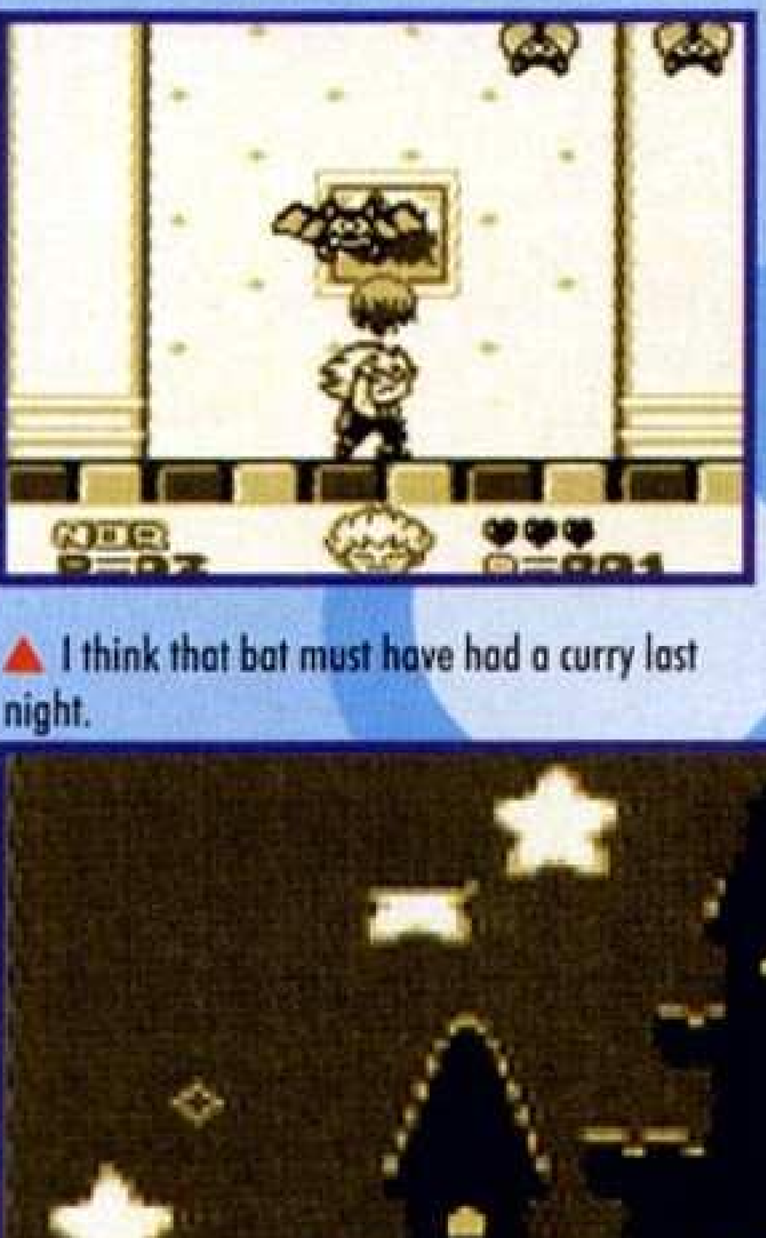
Despite being undead, there was a time when Count Dracula was now't but a lovable, ankle-biting tyke. Kid Dracula, the latest Game Boy release from Konami, documents the exploits of the boy Dracula as he goes in search of his boyhood nemesis, Garamoth, who has nicked Kid Dracula's conkers - or something like that, probably.

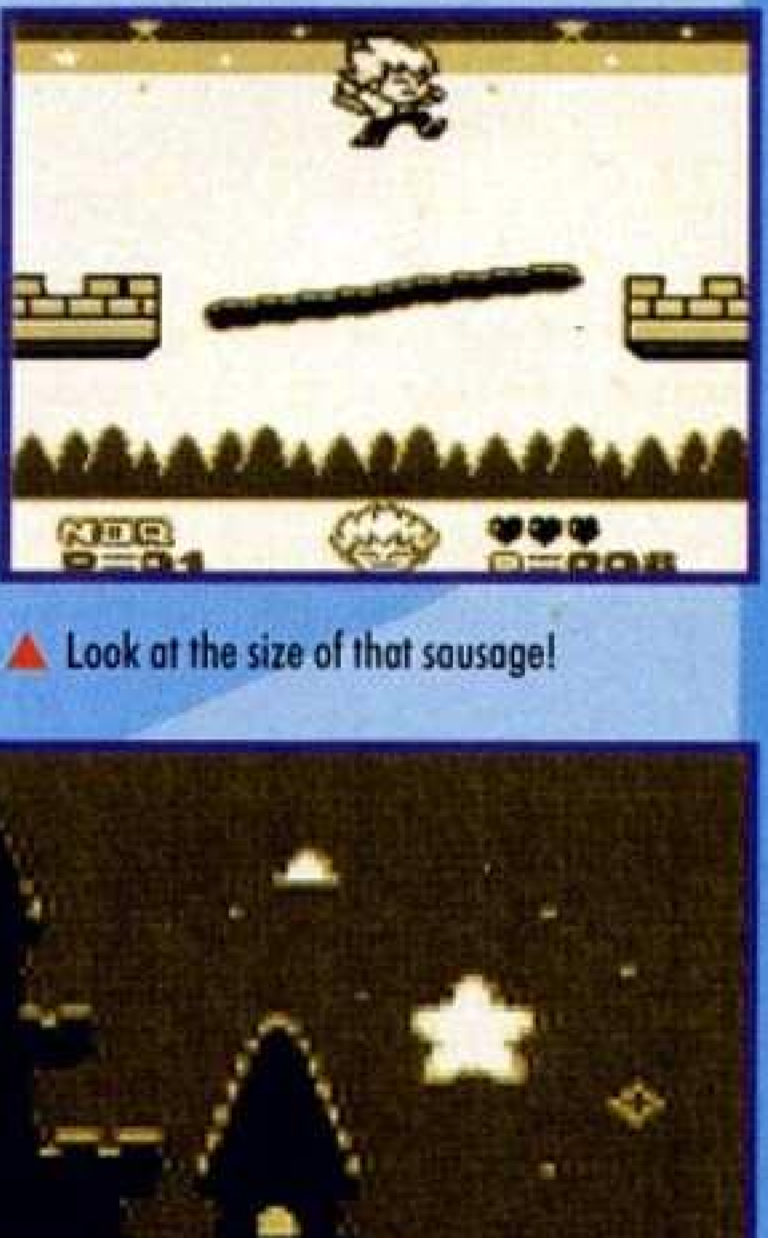
As you might expect of such a game, Kid Dracula is a platform game. There are, however, a couple of things that seperate this particular title from other Game Boy platformers. The first being the graphics which, whilst being on the simple side, are large and distinct, with little or no hint of blurr. The main sprites are unusually large for a Game Boy game.

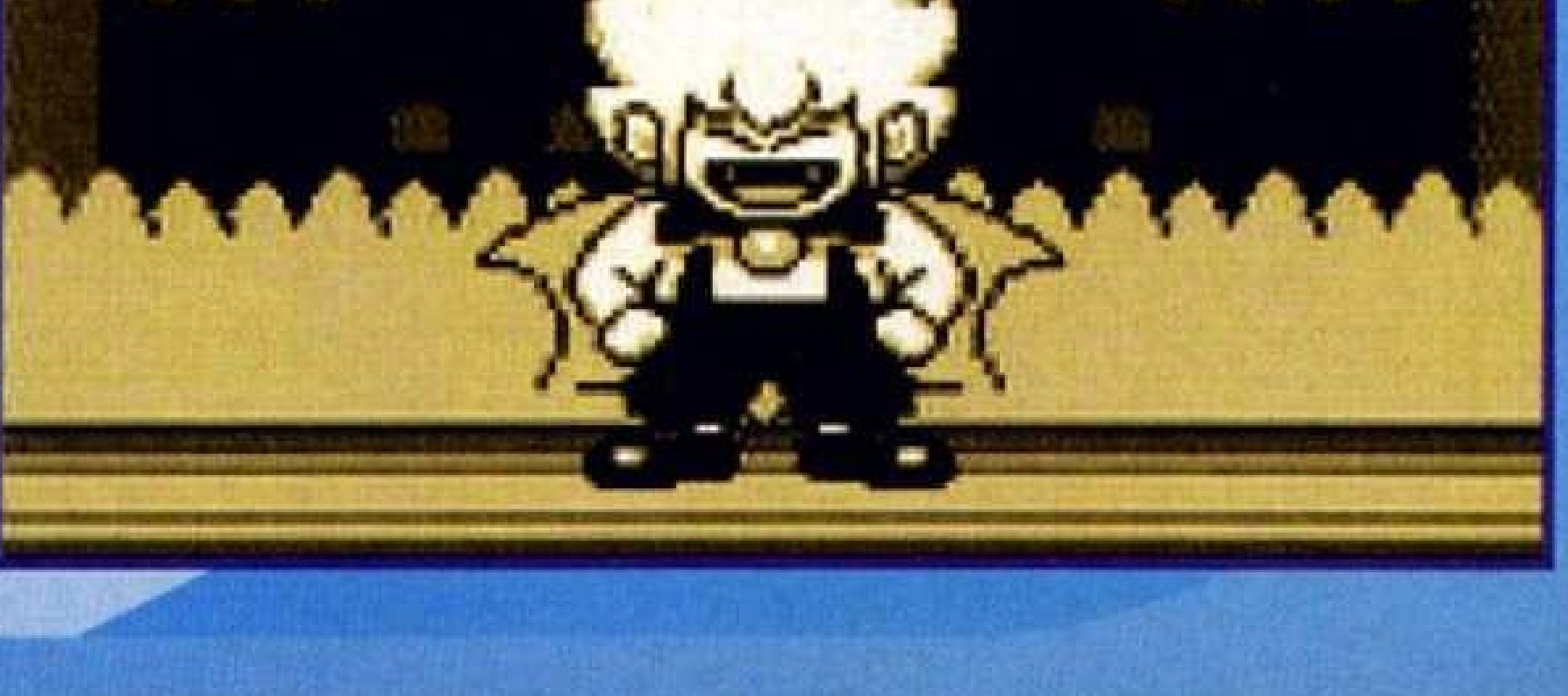
Secondly is the abilities of young Drac - none of your standard run, jump and shoot for him - at the press of a button the youngster turns into a prepubescent Bat and is able to fly. However, he hasn't quite got the hang of it yet and, as such, reverts back to undead form after only a few seconds. There are also several other magical abilities that the Kidster is able to call upon, but, doh! he has forgotten them, so it is up to you to help him locate and re-learn them.

However, fancy graphics doth not a great game make, and the fact is that Kid Dracula is a competent if not rather unremarkable affair. The game itself is very easy, presenting little challenge for experienced platform fans, and that coupled with the large sprites, leads me to the conclusion the rather overused cliché that this is probably best suited for the younger player.

PRESENTATION	**80%**
GRAPHICS	**85%**
SOUND	**80%**
PLAYABILITY	**78%**
LASTABILITY	**75%**
OVERALL	**77%**


▲ I think that bat must have had a curry last night.

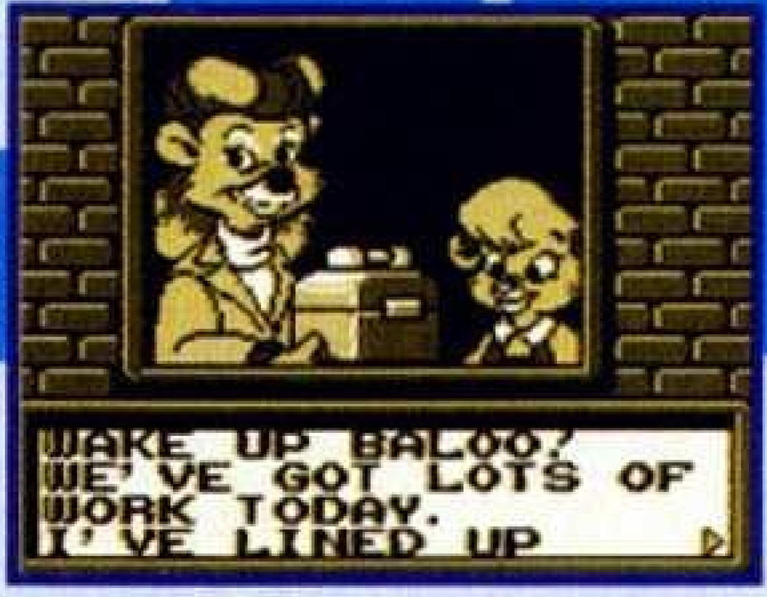

▲ Look at the size of that sausage!

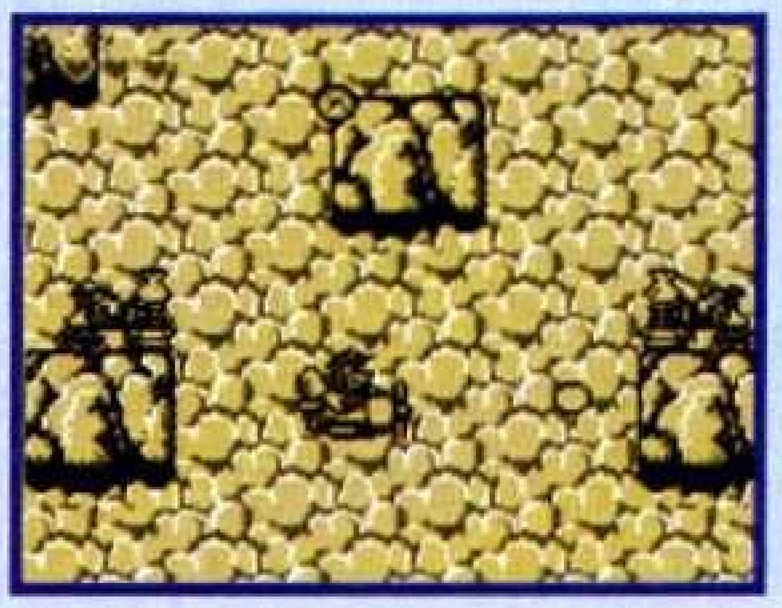


TAILSPIN

CAPCOM
£24.99
RELEASE: APRIL

TALE SPIN
PRESS START
— SAMPLE —

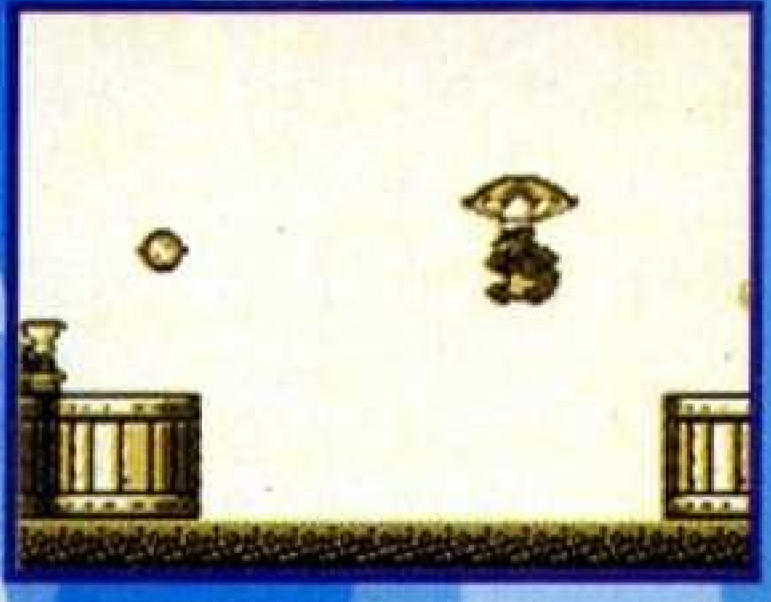

WAKE UP BALOO?
WE'VE GOT LOTS OF
WORK TODAY.
I'VE LINED UP

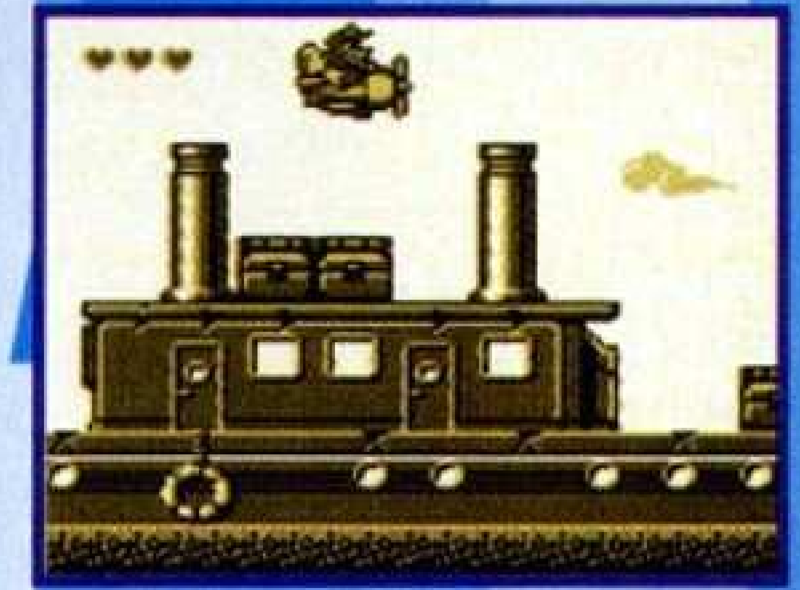


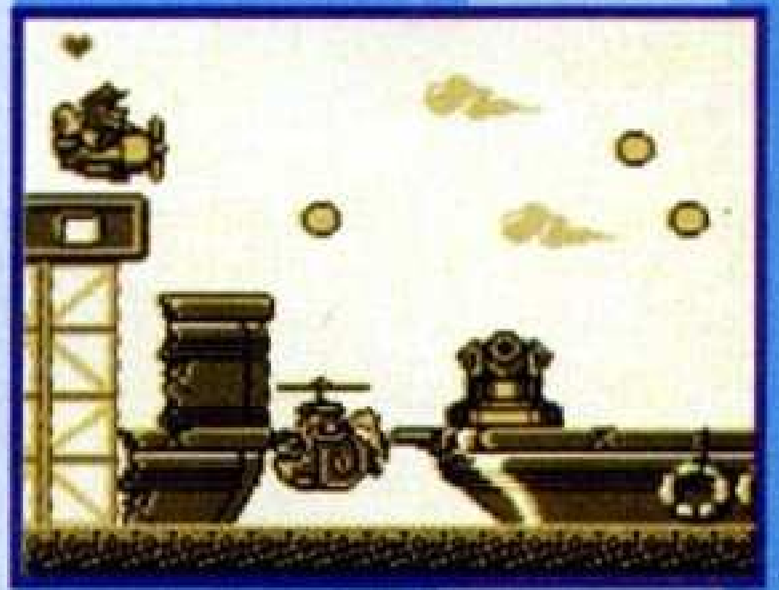
Personally, I think that the 'new wave' of Disney shorts on ITV are a real load of old tosh. By all means expand the premise of the Chip'n'Dale or Balloo The Bear characters - but the least the developers could do was make the cartoons half-way decent. Oh well, that's probably why I'm a humble journo whilst Walt's cohorts make millions with sub-standard cartoons based on old faves. Still, say what you will about the quality of the cartoons, Capcom's games based on the antic of The Rescue Rangers and Darkwing Duck have certainly been superior fare. It with great regret then that I have to say that Game boy Tale Spin is a decided let-down.

A simplistic left-to-right scroller, Tale Spin is a slow-moving shoot 'em up starring Balloo the bear (he of The Jungle Book). As chief pilot of some sort of air freight company, Balloo is trundling across the skies with a rather pricey payload, when all manner of rival planes start to attack him. Thus, avoiding or shooting these whilst also pausing to collect any passing goodies, Balloo's simple aim in life is to reach the end of the level - hardly pulse-racing stuff. When compared to the likes of R-Type II and Nemesis, Tale Spin fares very badly. The action crawls along at a ridiculously slow pace, and the sluggish controls over the plane make avoiding even the slowest moving of planes harder than necessary. It's not all bad, and some of the graphics warrant praise, but there's still no disguising that Capcom were having an off-day when they released this.

PRESENTATION	**70%**
GRAPHICS	**72%**
SOUND	**62%**
PLAYABILITY	**60%**
LASTABILITY	**57%**
OVERALL	**59%**







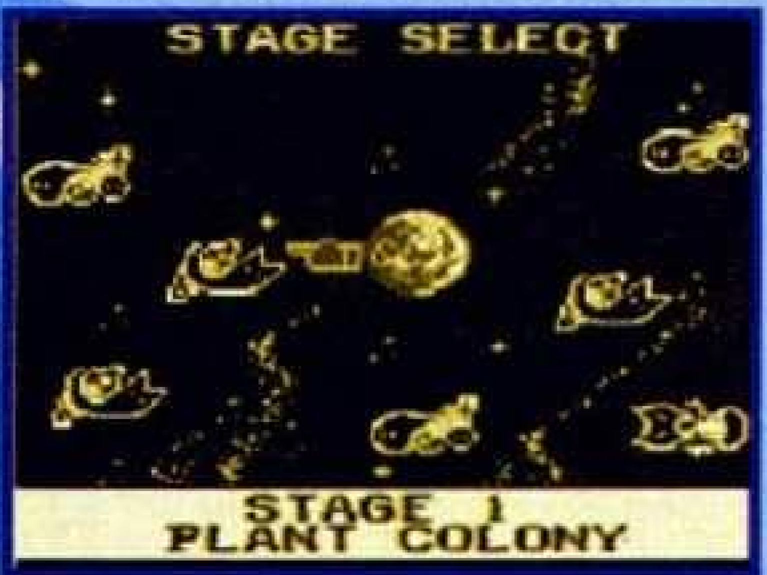
MAX

INFOGRAMMES
£24.99
RELEASE: OUT NOW

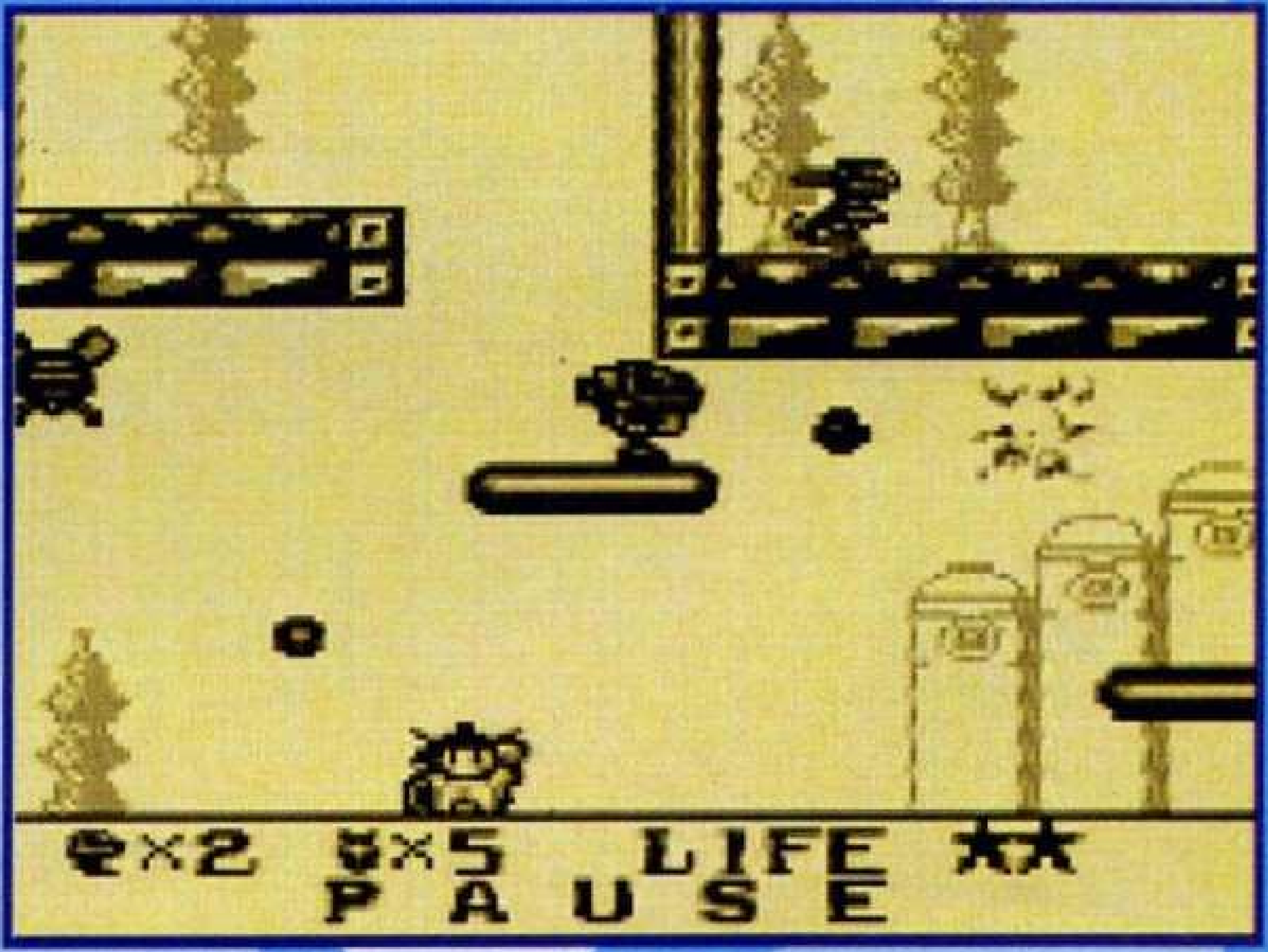
Those canny Frenchies at Infogrames are proud to announce a new hero of our time - Max! A loose cross between Bionic Commando and any other scrolling platformer you care to mention, Max is a multi-stage mix of shoot 'em up and platform ideas - and rather playable it is, too! Controlling the weedy-looking hero, a number of planets await Max's exploration, whilst, in turn, a series of gun-toting aliens similarly await young Max. Armed with a gun and a rather nifty elongating arm with which to grab hold of adjacent platforms, Max's life is a busy mishmash of quick reflexes and a responsive trigger-finger.

Whilst Max is never likely to win any awards for originality, it offers a welcome and untaxing break from the rest of the platform brigade. Max is easy to control and the levels are large and full of things to avoid or shoot. Also for fans of large guns and the like, several power-ups have also been dotted throughout the level. After a cluster of rather dodgy titles, Infogrames are definitely on the right track with Max. It's fun, it offers simple but enjoyable gameplay - and what more could a Game Boy owner want?

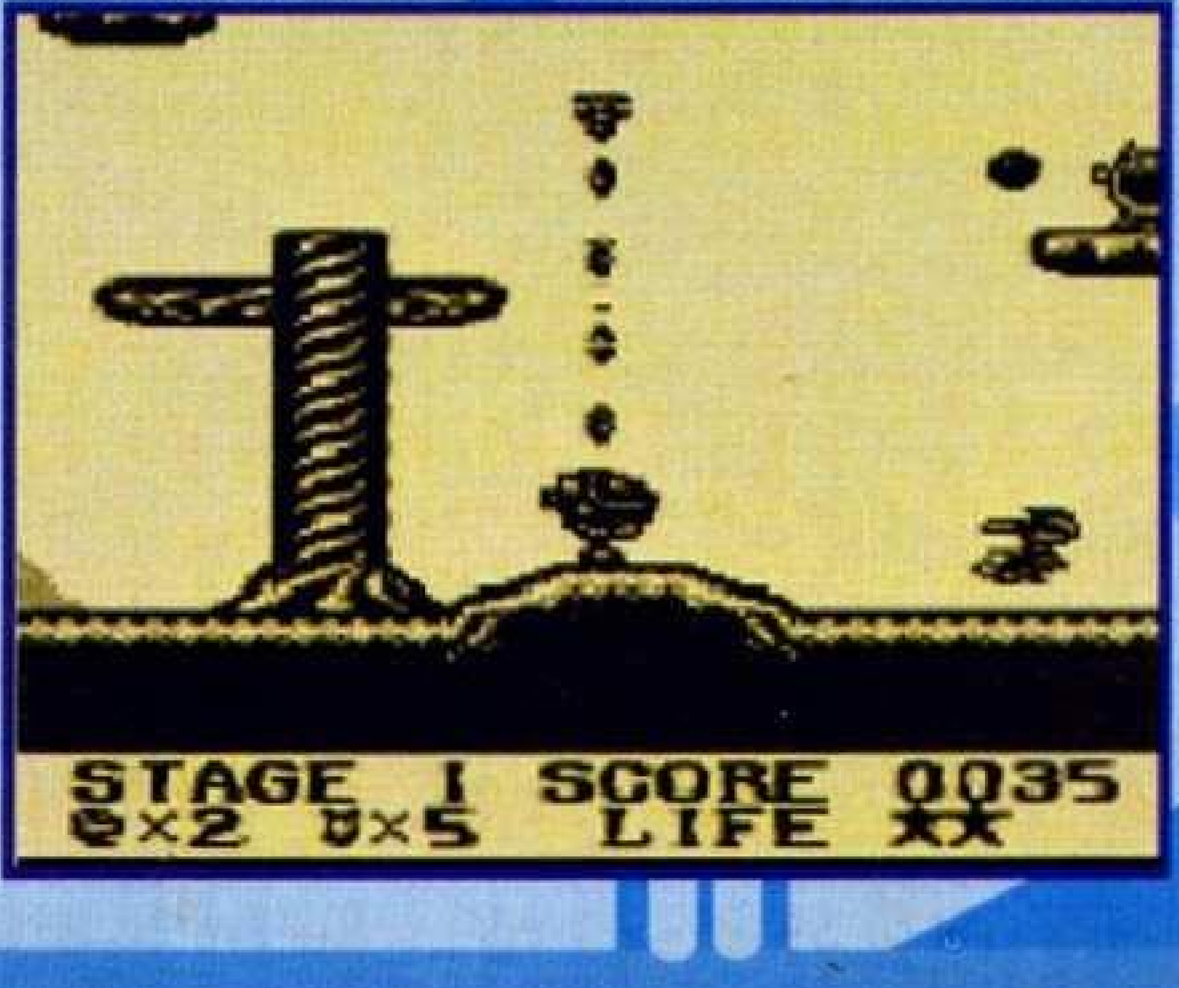
PRESENTATION	**76%**
GRAPHICS	**72%**
SOUND	**66%**
PLAYABILITY	**85%**
LASTABILITY	**84%**
OVERALL	**84%**

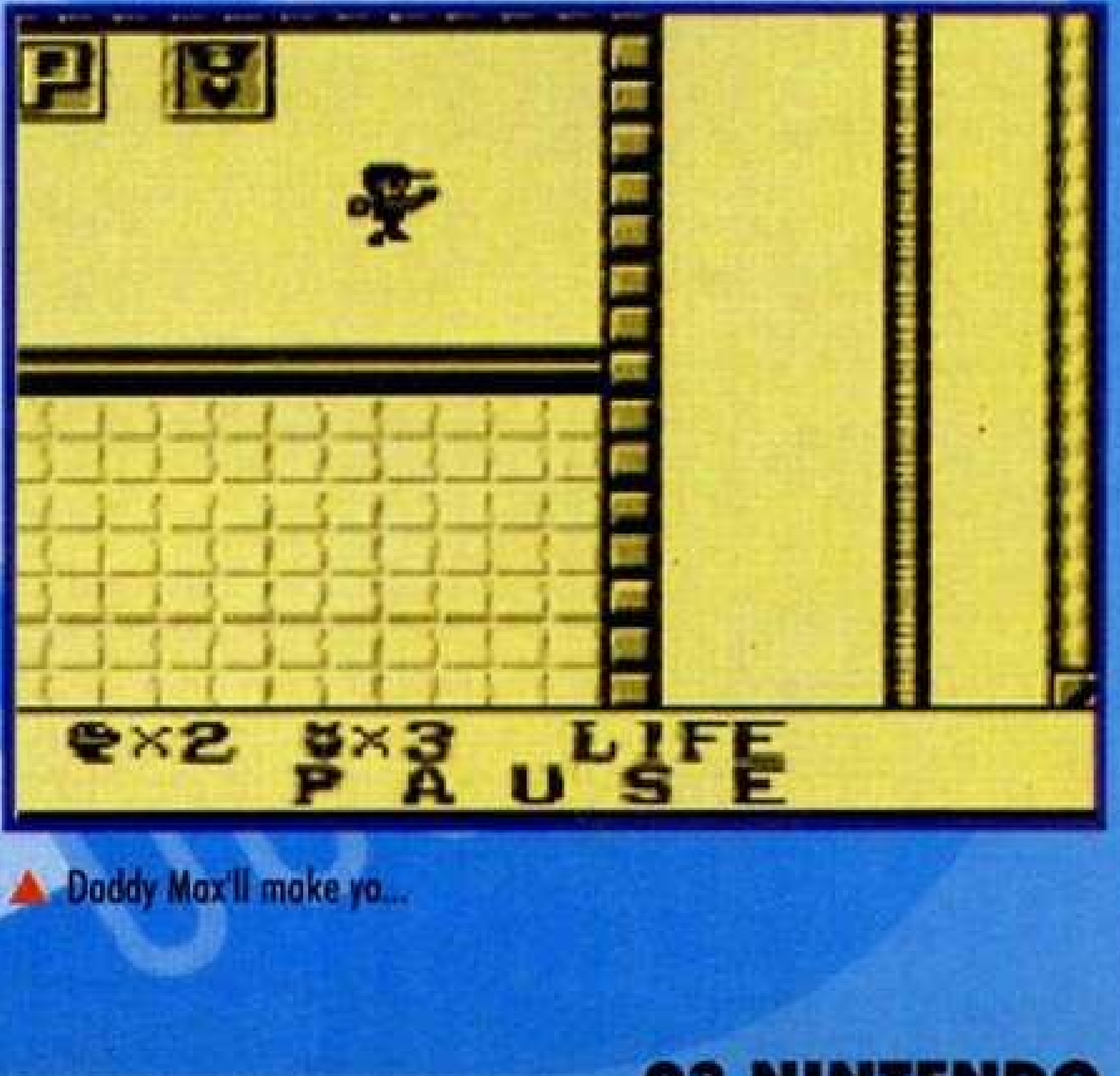


▲ For Max get Smash.



▲ Get the flavour, get the Max.





▲ Daddy Max'll make yo...

NMS HIGH SC

SUPER NINTENDO:

ADDAMS FAMILY:
652,840 Greg Beaufoy, Coventry, Warwicks

CONTRA SPIRITS:
2,196,450 Peter Amor, Bristol, Avon

FI EXHAUST HEAT
108 Richard Williams, Hesterway, Cheltenham

FINAL FIGHT:
3015613 James Henderson, Dalgerty Bay, Fife, Scotland
SCOREMONITOR: A good score from someone who lives in some scoittish backwater.

F-ZERO:
96800, Simon Davidge, Shirebrook, Mansfield

JOE & MAC - CAVEMAN NINJA:
265,000 Daniel Nix, Audley, Stoke-on-Trent, Staffs

PARODIUS:
1002000 Jam, Hounslow, Middx

STREETFIGHTER II:
1137900 Stephen Kiernan, South Noward
The Streetfighter challenge is back on. Level 7 scores with no continues only please.

SUPER ADVENTURE ISLAND
472600, Jam, Hounslow, Middx

SUPER ALESTE
6275580 Paul Davies, Manners Central, NMS

SUPER MARIO KART
MARIO CIRCUIT 1
1' 07" 89 Danny and Warren, Smartcartoonshire
DONUT PLAINS 1
1'43" 10 Danny and Warren, Basingstoke, Hamps
GHOST VALLEY 1
1' 13" 07 Danny and Warren (again), Basingstoke, Hamps
BOWSERS CASTLE 1
1' 49" 11 Danny and Warren, Basingstoke, Hamps (still).
SCOREMONITOR: The brothers Danny and Warren clean up in the karting stakes. From now on, however, only Star Cup scores will be accepted.

SUPER MARIO WORLD:
9,999,990 Jaz Rignall, Ego Corner, NMS

SUPER R-TYPE:
4,057,100 Michael Barmby, Wakefield

SUPER SOCCER:
99-9 Phil Roscoe, Whiston, Merseyside
SCOREMONITOR: This is more like the standard. And accompanied by photographic evidence too.

SUPER SMASH TV:
88, 192, 665 Scott White, Newbury Park, Essex
SCOREMONITOR:Normally scores like this would be ridiculed as a work of fantasy, but there was photographic evidence to support this claim. Substantiating your claim is a good way of getting them into the page.

SUPER TENNIS:
720 Dave Clay, Portsmouth, Hants

UN SQUADRON:
1,655,800 Graham Cook, Bootle, Merseyside

SUPER SCOPE:

BLASTRIS A:
19800 David Rimmer, Southport, Merseyside
BLASTRIS B:
14800 David Rimmer, Southport, Merseyside
LAZER BLAZER A:
628400 Steven Newman, Gosport, Hants
LAZER BLAZER B
2874450, Phil Roscoe, Whiston, Merseyside
LAZER BLAZER C:
1286400 Steven Newman, Gosport, Hants
MOLE PATROL:
999999, level 29 David Awford, Stroud
SCOREMONITOR: A rather rough-sounding chap. No doubt his Super Scope prowess comes from long hours whiled away with his sawn-off shotgun.

NES:

CALIFORNIA GAMES (BMX):
68,530 Jet the Labrador, York
That darned mutt is still top dog (oh tee hee) at this fine game. Surely someone, somewhere can topple this canine pad-basher? And whilst you're at it - WHERE ARE ALL THE OTHER EVENTS?

CASTLEVANIA:
1,565,000 Robert Deacon, Plymouth, Devon

CHIP 'N' DALE
1209 Adam Ford, Minehead, Somerset

DOUBLE DRAGON:
113,785 Henry Forster, Normanton, W Yorks

DUCK HUNT:
525500, Fiona Collins, Bexhill on Sea, East Sussex.
SCOREMONITOR: A fine score, and with still more photographic evidence. Of the player's sadness.

DUCK TALES:
$11650000 Greg Blair, Dunfermline, Fife, Scotland

GREMLINS 2:
5246 Robert Wood, Seaforth, Liverpool

HOOK
2170400 Angus Swan, NMS

HYPER SOCCER:
58-0 Andrew McQuaker, Darlington,

ORES

Deary deary me. A whole month's respite from the high scores table. An extra four weeks in which to notch up some incredible totals and send them in. And what happens? I'm still lumbered with sacks of scabrous, feeble scores unworthy even of a place in my bin. Are things really this bad, or are all the decent gamers merely too modest to confess to their achievements? And what's worse - there are still scores remaining from the last table two months ago. Whatever happened to the spirit of "Huh, that score's useless. Anyone could do better than that. Pah."? I can only hope that next month's scores bag will contain a rather higher quality assortment.

The Score Monitor (Mk IV)

Co Durham

MEGA-MAN:
11,101,600 Steffen Sletvold, Norway

NINTENDO WORLD CUP:
51-0 Andrew Dinneen, Waterbeach, Cambs
SCOREMONITOR: Imagine actually suffering through this game long enough to amass such a score. What skill. What stamina. What stupidity.

PROBOTECTOR:
1,518,000 Steffen Sletvold, Norway

SUPER MARIO BROS:
679950 Philip Cook, Childwall, Liverpool

SUPER MARIO BROS 3:
1610200 Micheal Fenn, Worksop, Notts

GAME BOY:

BART ESCAPES FROM CAMP DEADLY
374,712 Danny Offield, Ilfracombe, Devon

BATTLETOADS
36270 Bob Pullen, Doncaster, S Yorks

DOUBLE DRAGON II:
5900 Bobby Wong, Hebburn, Tyne & Wear

CHOPLIFTER 2
7250 Tim Johnson, Reading, Berks

CONTRA
364700 Bob Pullen, Doncaster, S Yorks.

KIRBY'S DREAM LAND
464280 Gavin Richardson, Bishops Stortford, Herts
SCOREMONITOR:Much weeping was to be heard from Paul's corner of the office as his beloved Kirby score was beaten before it even made these pages. Never mind Paul, at least your face isn't hideously disfigured by a ravage of freckles like poor Gavin's.

NAVY SEALS:
102,500 James Harding, Sturminster Newton, Dorset

NINTENDO WORLD CUP:
67-0 David Skinner, Wedmore, Somerset.
SCOREMONITOR: Yes, I heard they were allowing Game Boys into the Home for the Criminally Ugly.

PITFIGHTER:
$1432840 Anthony Druce, Henley on Thames

REVENGE OF THE 'GATOR
720540 Tim Johnson, Reading, Berks

R-TYPE
89950 Bob Pullen, Doncaster, S Yorks

SUPER MARIO LAND:
520190 Gareth Jones, Stockport, Cheshire

SUPER KICK OFF
10-0 Ian Lea, Wigan, Lancs
Comment: From now on I want to see teams, not just scores, behooven clots.

TETRIS:
470,935 Penny Teags, Southampton

TURRICAN:
873930 James Harding, Sturminster Newton, Dorset

Impressed? No, neither was I. It's up to you to put these degenerates in their place by sending your submissions for adjudication. Our strict procedures require photographic ID of sender - so get sending those pics, no matter how hideous you are.

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I HEREBY COMPLETE THIS COUPON AND ENCLOSE A PASSPORT PHOTO, THROWING MYSELF AT YOUR MERCY.

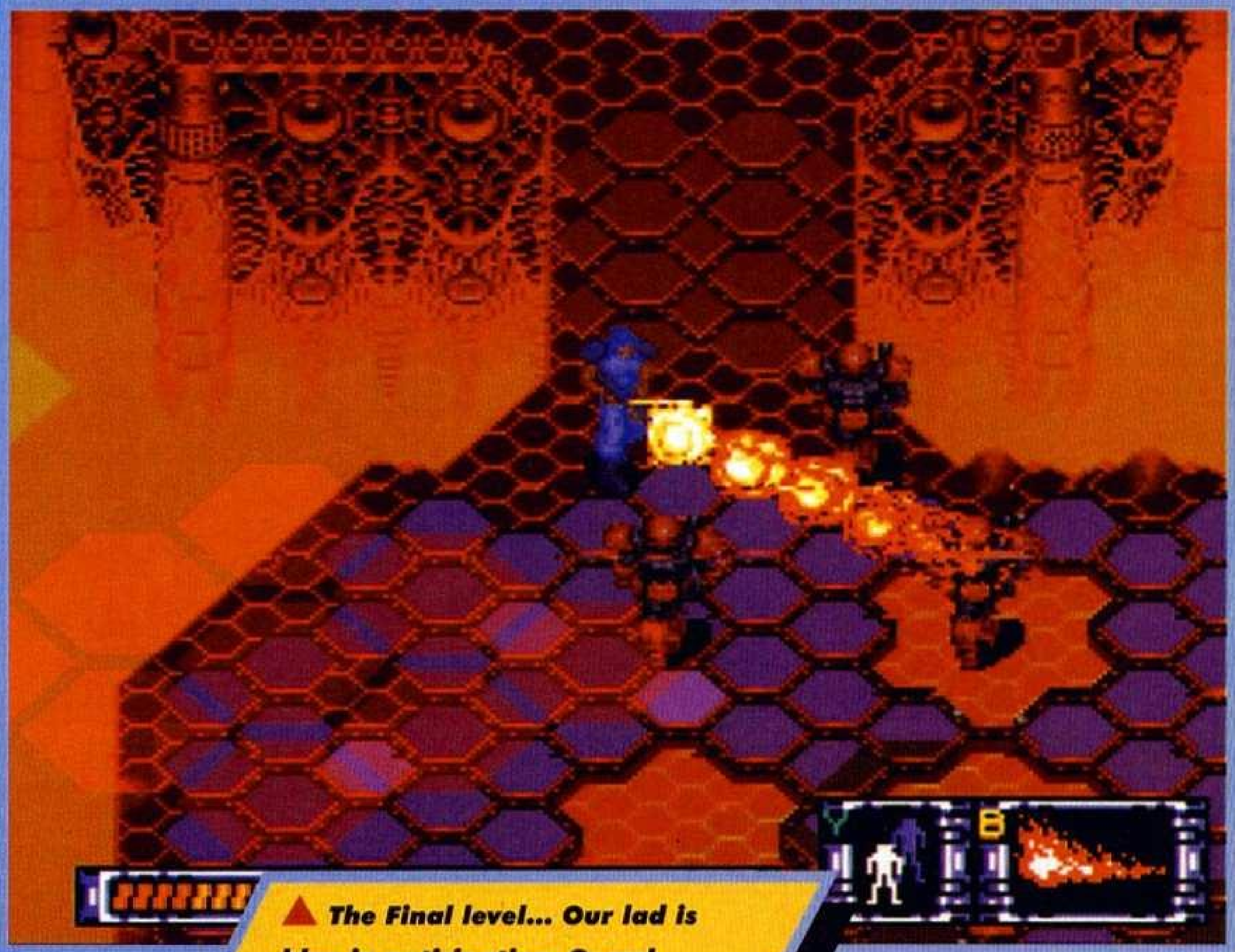
BY: JALECO PRICE: TBA MEG: 8

OPERAT LOGIC B

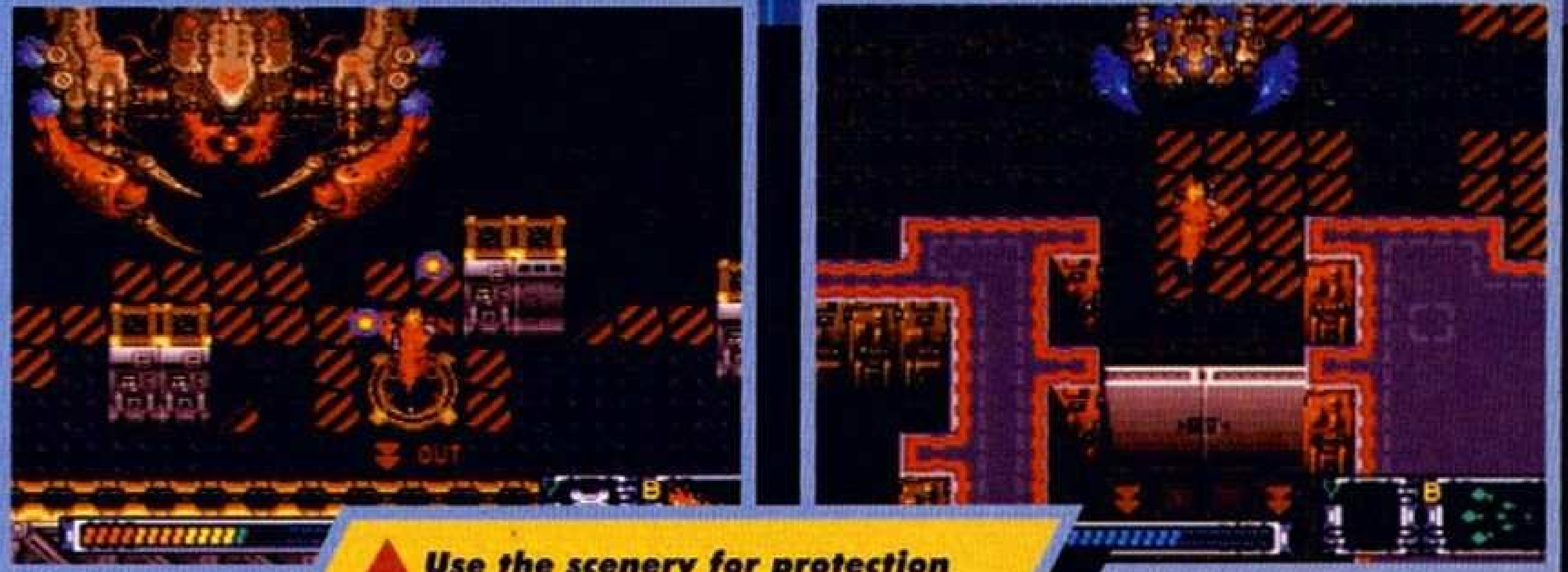
Operation Logic Bomb, the latest title from those busy lads at Jaleco, draws its inspiration from the likes of Alien Syndrome and Gauntlet - with a lone cyborg out to defeat an unwanted robot menace. The scene is set in a sprawling research institute, within which the said robot is running riot. Assuming the role of the cyborg hero, the player is charged with guiding him through the scrolling stages which make up the multi-storey building. All is not well within the research centre's dark corridors and rooms, though, and the robotic intruder has been busy building an army of droid-producing generators which pump a constant army of deadly guards throughout the levels.

It's not all bad news, fortunately, as the cyborg is armed with rapid-firing machine gun which is easily upgraded to more effective three-way-firing units, or to an even more devastating reflecting laser or plasma spray. Similarly, the cyborg also has a selection of auxiliary weapons at his disposal, and these include a rather nifty holographic decoy which is used to dupe the assembling droids, and the customary mine devices.

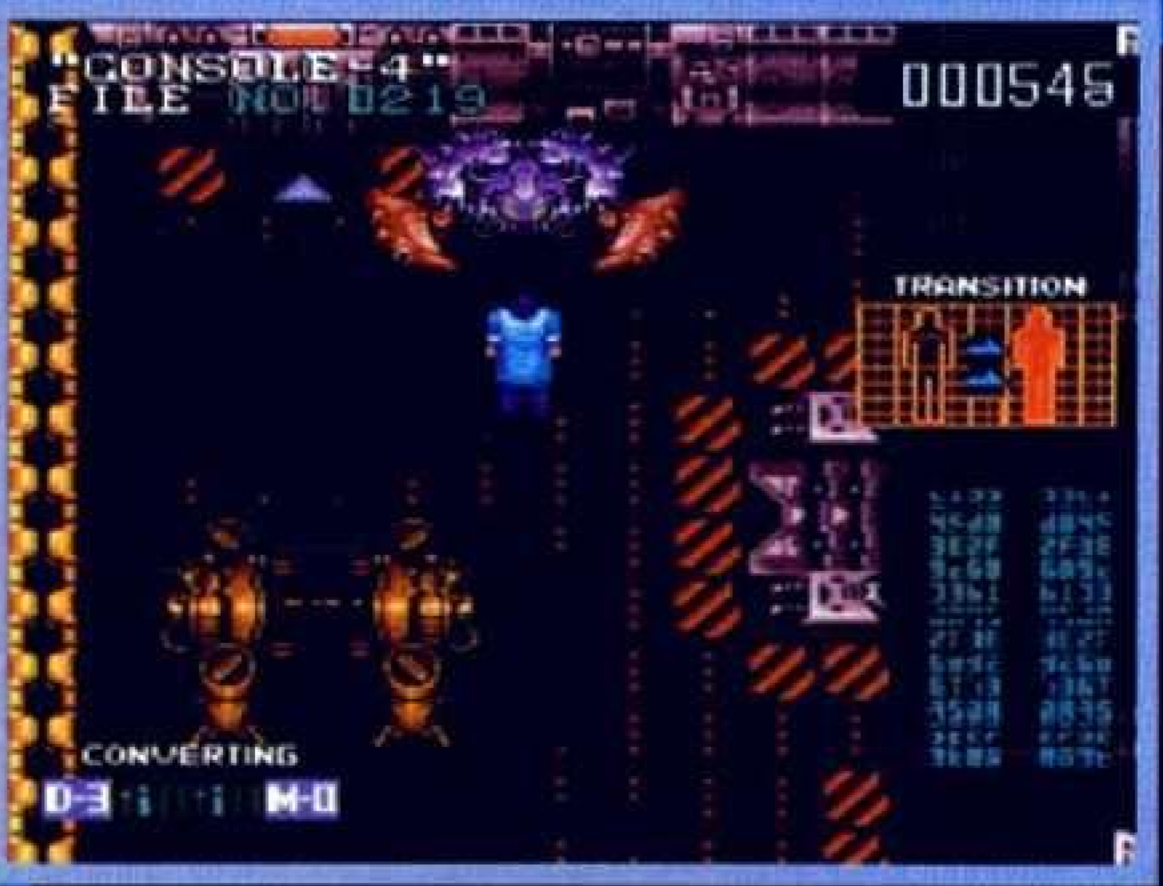
In addition to the expected blasting action, if real progress is going to be made through the research centre, Operation Logic Bomb also requires an element of stealth on the player's part. Whilst storming into the midst of a cluster of gun-toting lasers is all well and good, conceding hits depletes the cyborg's vitality bar - shown at the bottom of the screen - so using the aforementioned reflective bullets or a spray of three-way-fire is more likely to see you through to the game's larger boss creatures and, ultimately, a confrontation with the overgrown washing machine behind the invasion.

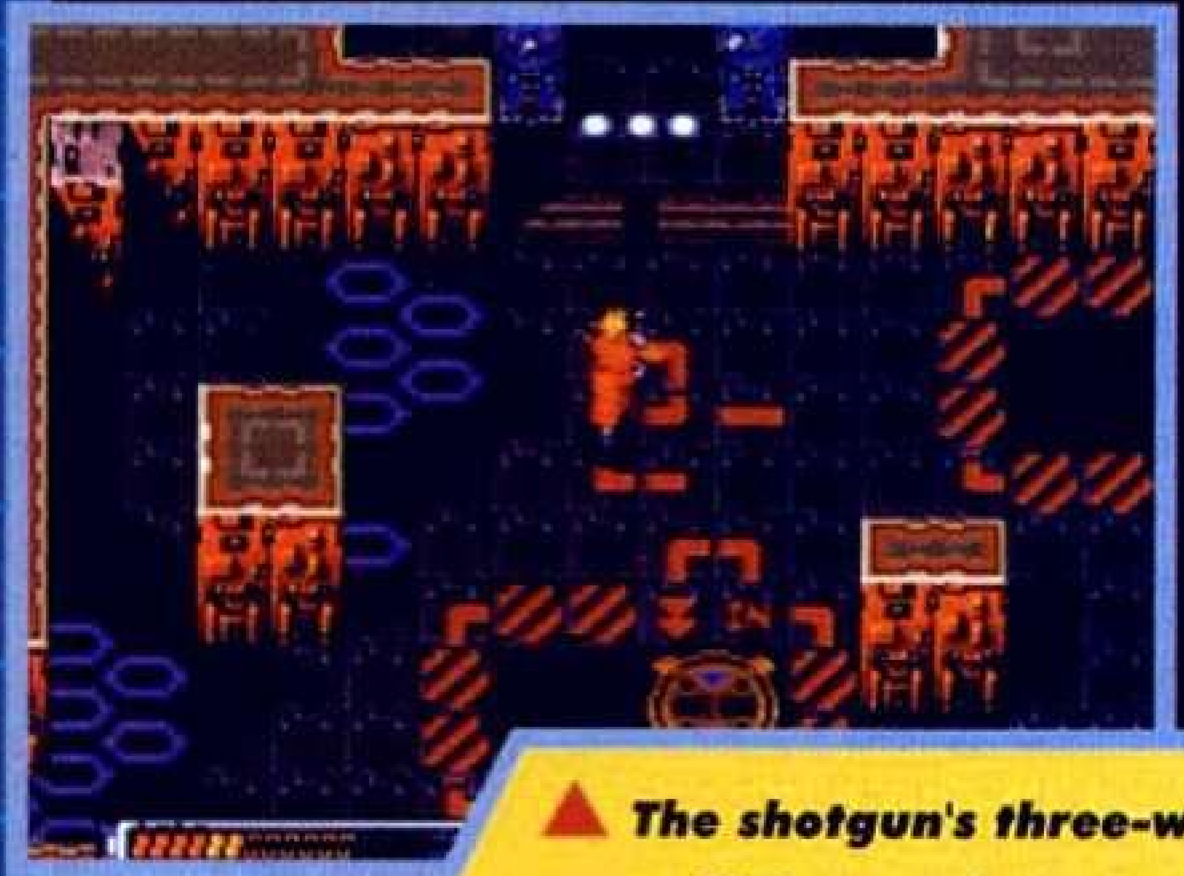


▲ *The Final level... Our lad is blue in anticipation. Ooerr!*



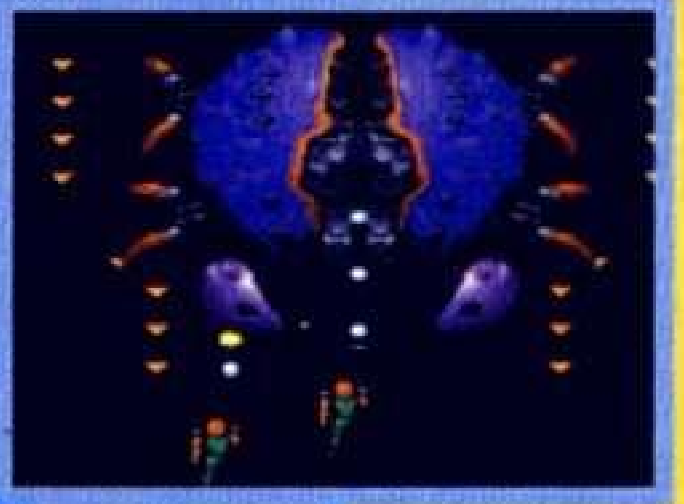
▲ *Use the scenery for protection against this Boss' homing orbs.*





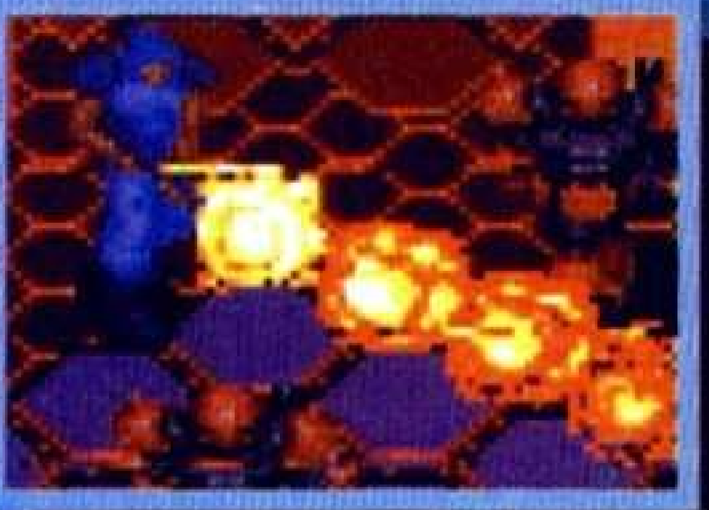
▲ ***The shotgun's three-way blast sees off these robot sentries.***

PLOT DEVICES



Rather out of place alongside the banks of computers in the dark building are what appear to be two sizes of pulsing beer barrels. Anyone familiar with Atari's classic Gauntlet coin-op should soon realise that these devices are actually generators which are used by the robotic overlord to provide a constant stream of guards to deplete our cyborg's energy. If the player's task is to be made easier, these are to be taken out as soon as possible, either by blasting the larger ones or simply touching the mini generators.

Set into the perimeter walls of the rooms are a series of databank consoles, which remain inactive until a zone has been cleared of nasties and an in-game mission has been achieved. On doing so, the console lights up to indicate it is now functioning, and endows the cyborg with a map of the play area, details of the missions, or, even better, the full restoration of any lost vitality. Finally, faster movement between the building's floors is effected by activating a matter transmitter to another floor, but this too is only possible when an objective is reached and the floor is cleared of droids.



ION
OMB

怒りの要塞
PUSH START BUTTON
© 1993 K.K. OCE
© 1993 JALECO LTD.
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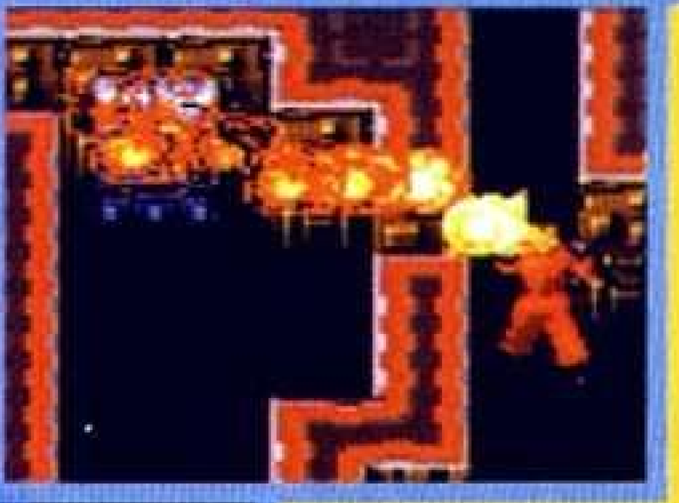
WARNING!

Jaleco have yet to confirm a release date or price for Operation Logic Bomb, but NMS hope to have the first and, naturally, definitive review within the next issue or so. Stay tuned.

FIREPOWER



Although stealth and cunning are essential to progress towards the final battle with the huge robot, it also helps to have a big gun! Here's a guide to Logic Bomb's potent power-ups:

Machine Gun: Standard issue, firing a solid stream of bullets ahead of the cyborg.

Shot Gun: Using the same ammo as the Machine Gun, the shot gun has the added benefit of expanding into the realms of three-way-firing.

RPL-R3: A reflective laser which bounces of solid surfaces and allows the cyborg to fire around corners.

FPS-R2: A powerful flame-thrower which stretches snake-like ahead of the cyborg.

TDL-MINE: These allow the cyborg to guard his rear, and explode several seconds after they have been set down.

PID-R1: A hologram-based system, the PID unit creates a decoy of the cyborg towards which the oncoming nasties gravitate, leaving the cyborg to concentrate on his main objective.

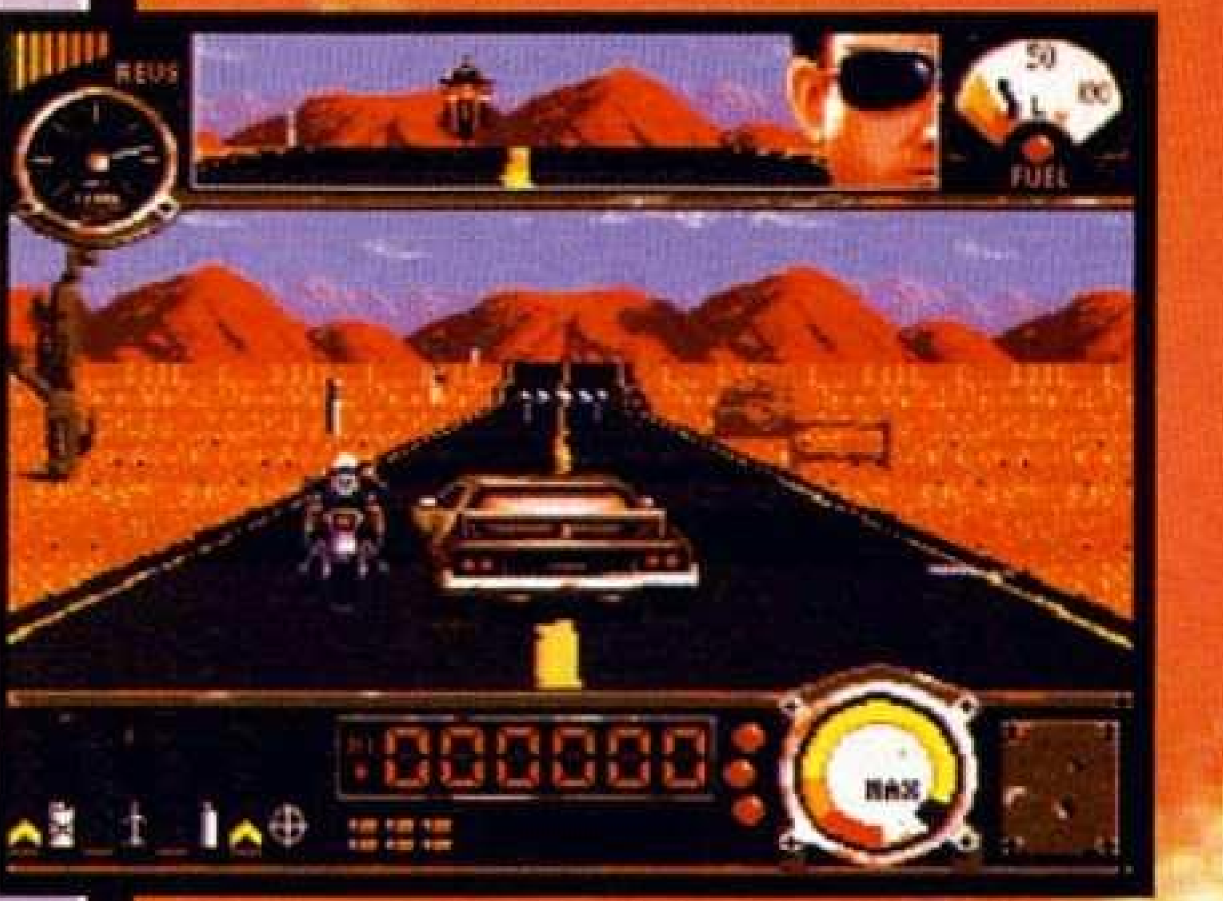
BY: MINDSCAPE PRICE: £44.99 MEG: 8

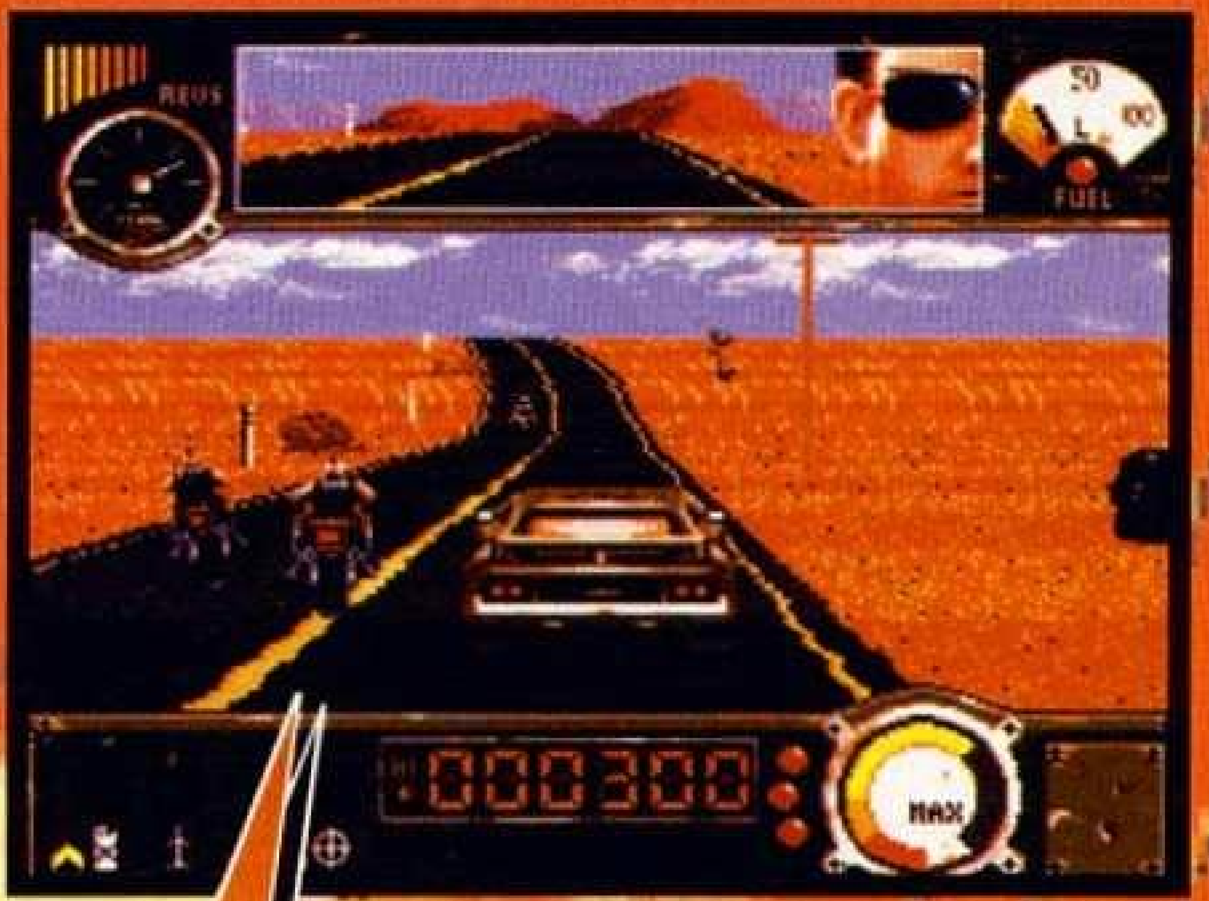
OUTLANDER

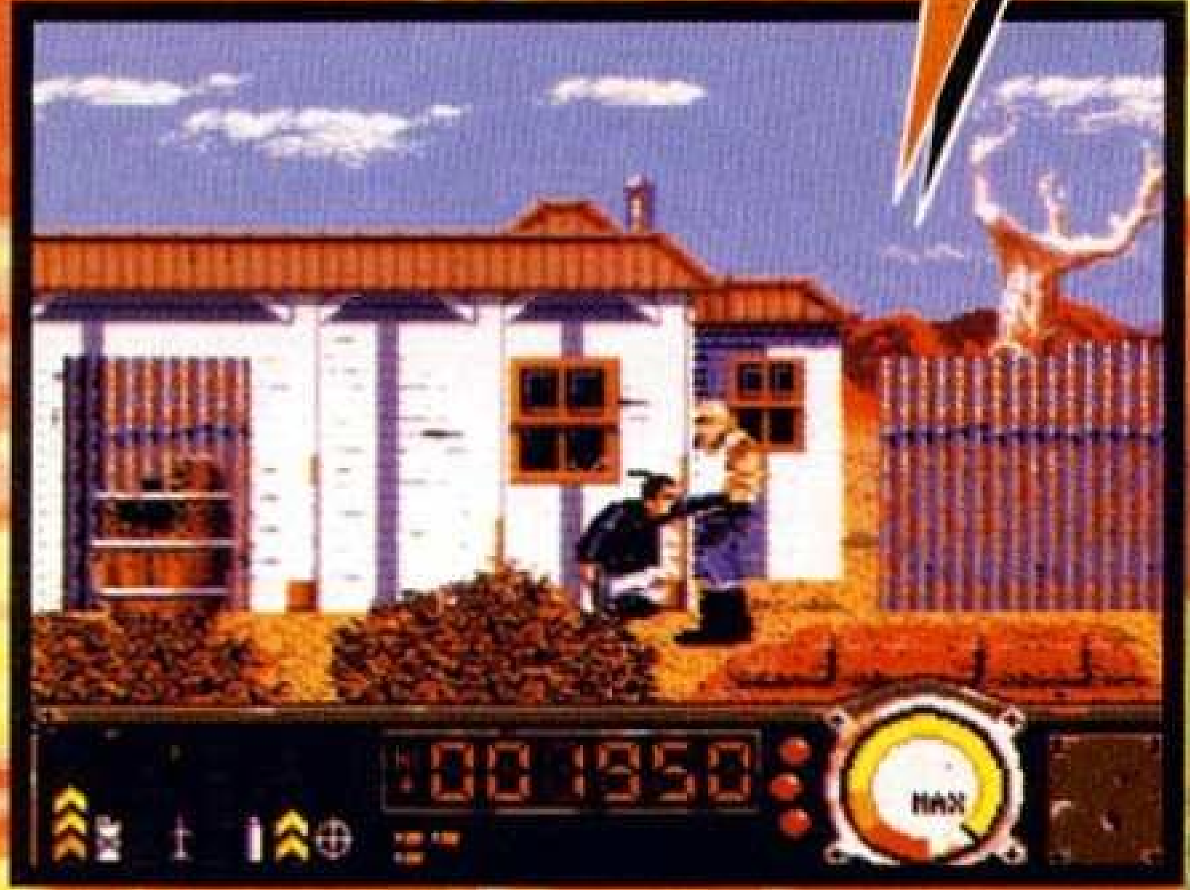
Anyone who enjoys a good 'Road Movie' will be Wimming their Wenders over Mindscape's Outlander, due for a Super NES launch in the near future. The game has lots of 'Mad Max' elements, presented on a Road Rash kind of endless road, set in the middle of nowhere. Mindscape have made there own adjustments: out goes Tina Turner singing "We don't need another hero" and In come more guns, more violence and even more fat skinheads in singlets.

The scenario is yer bog-standard post-apocalyptic nightmare. As always, the only people to survive the bomb dropping were the nasty chapter of the Harley Davidson Appreciation Society, who are currently riding around on their motorbikes forcing people to have tattoos and listen to Van Halen records. You, as a dedicated motorist without endorsements, and a disciple of the Karen Carpenter school of musical thought, refuse to carry the Mein Kampf of the new generation - Kerrang!

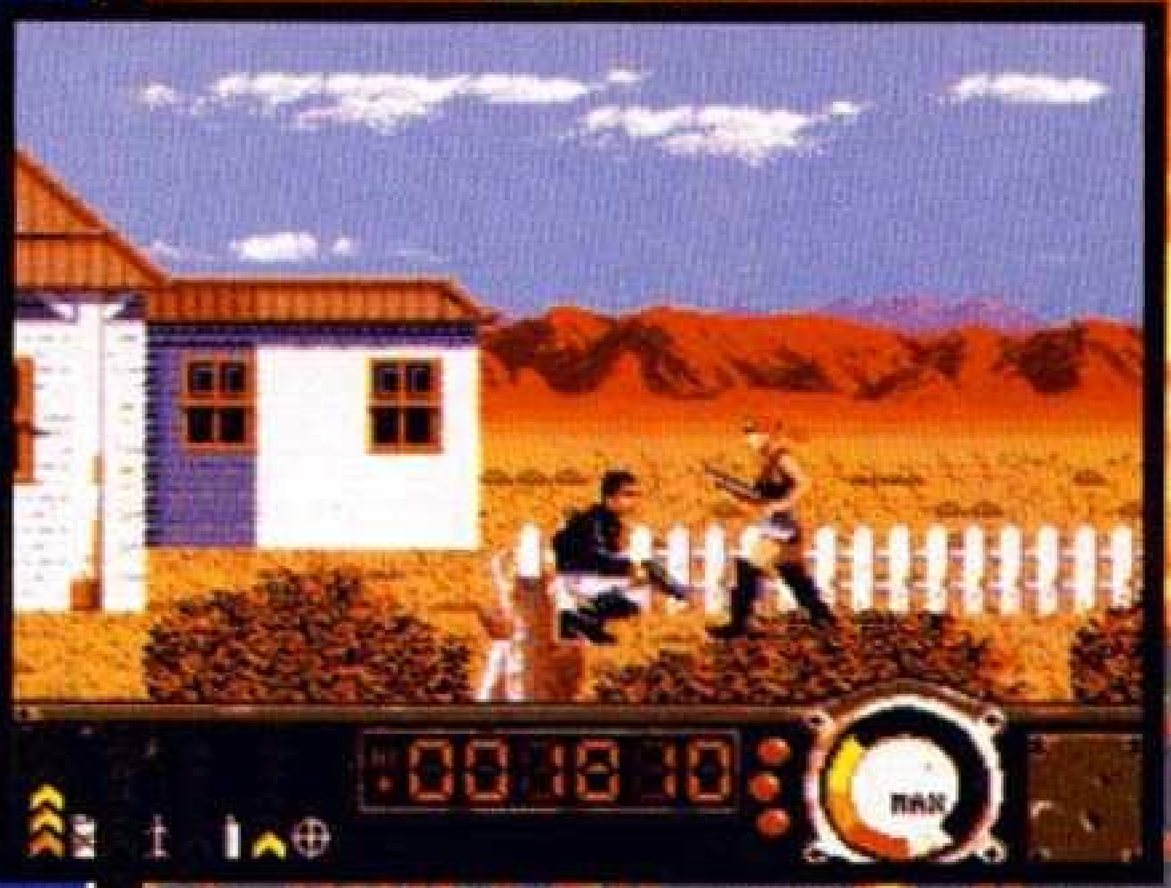
Your adventures involve running the gauntlet of these bandits, barely making it from one town to the next to store up on food and ammo. Of course, the price of petrol is shocking, so you can never afford more than a half tank, and the risk of running out is always there. Every so often, a shanty town rears out of the desert which promises some fisticuffs with aforementioned fat skinheads, and run-ins with shotgun toting ladies. That's just a taste of Outlander japery to come, feast your eyes on the pics, and we'll be serving the full game on a garnished platter in the next issue of NMS!

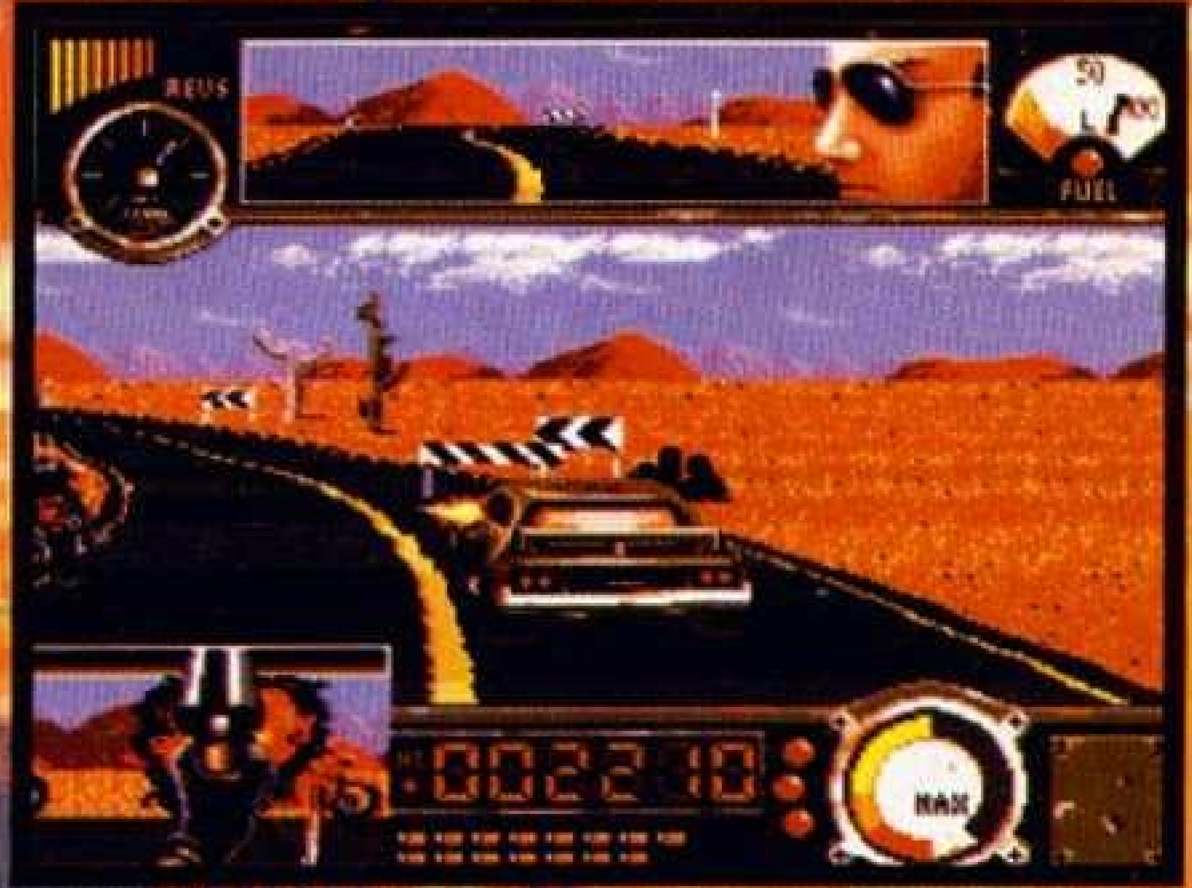






▼ Outlander action combines the thrill of high speed racing and horizontal beat 'em up scenes with the purpose of blasting hippie road scum!





MINDSCAPE PRESENTS
Outlander
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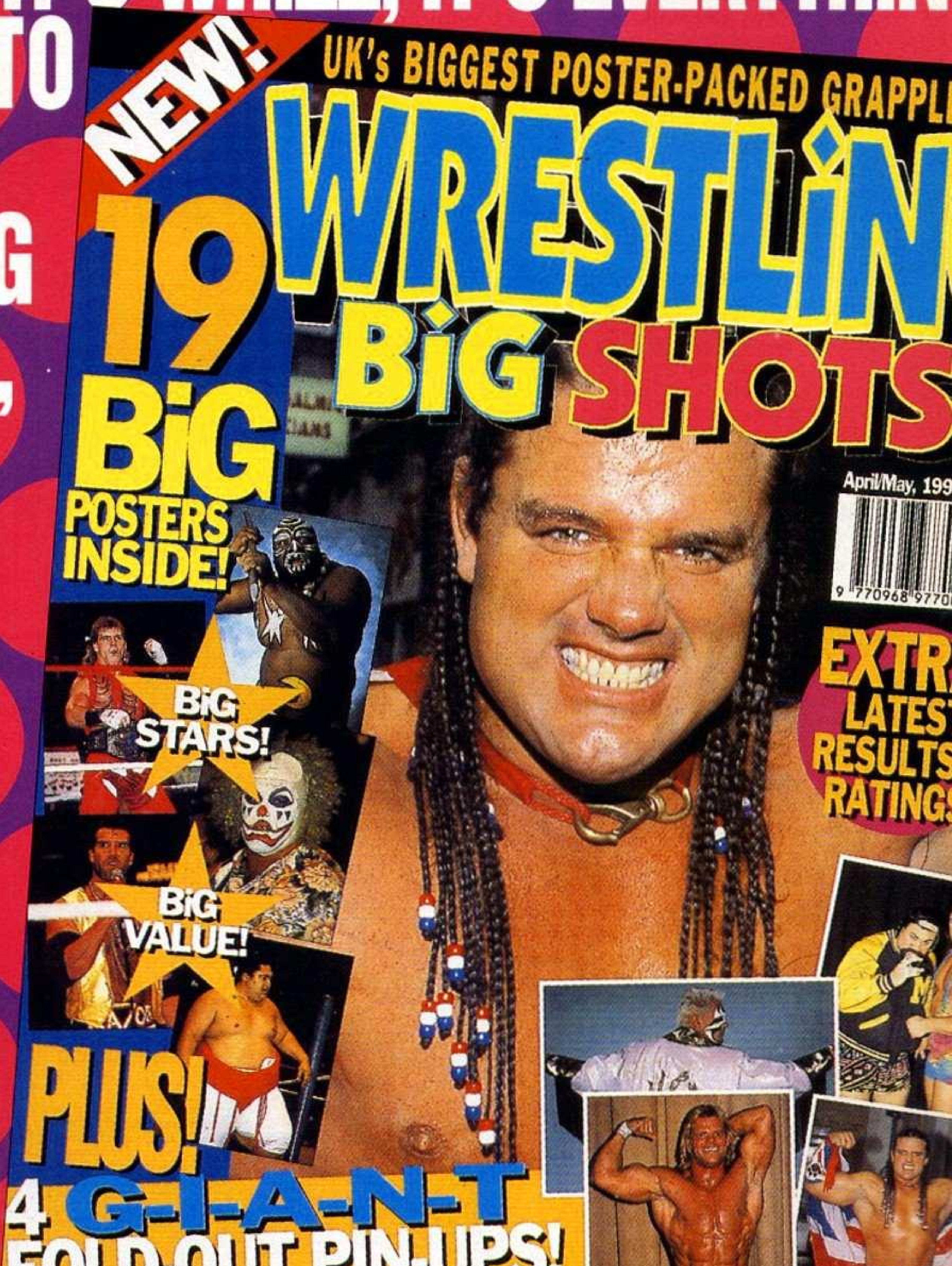

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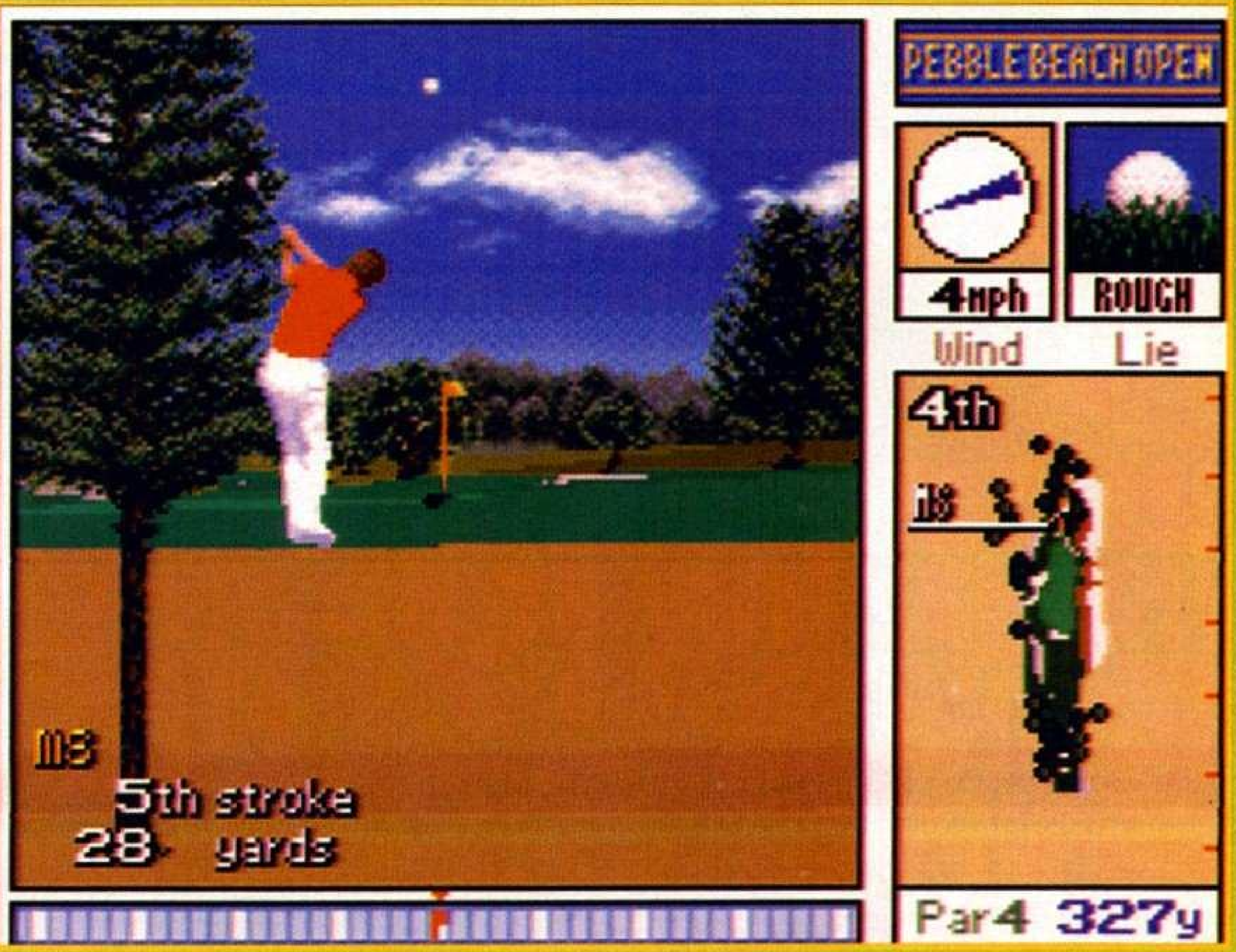
BY: T&E SOFT PRICE: TBA MEG: 8

PEBBLE BEACH GOLF

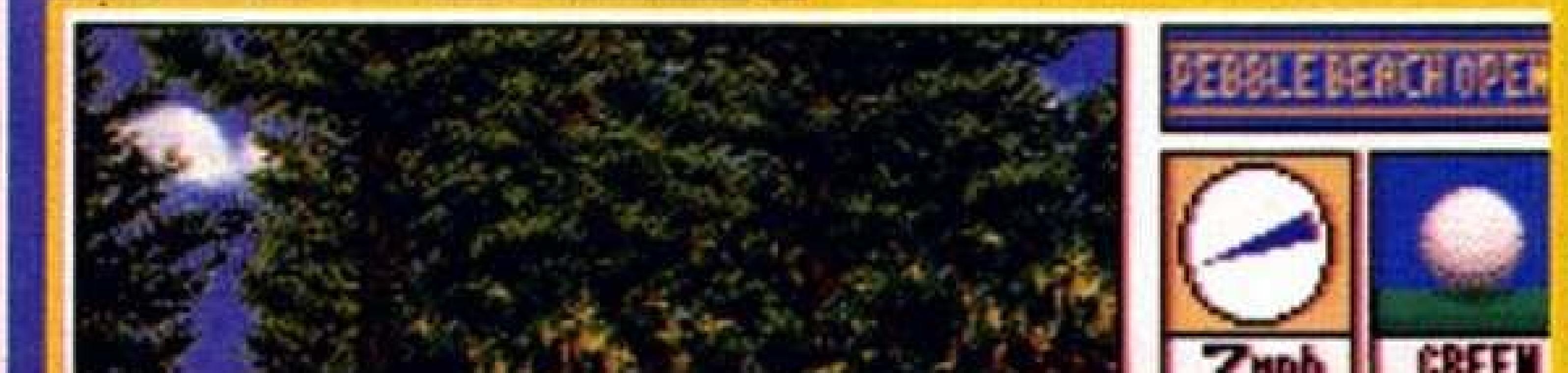
For the many of you who enjoy nothing more than tucking your trews into your socks and exchanging Tarby-style banter with your showbiz mates, yet another Golf game is teeing up on the sidelines. As the name suggests, Pebble Beach is set on the famous American course of the same name, where a full eighteen holes stand between the player and a huge cash prize. As is the norm with Golf, the aim is to work your way around the taxing course in as few shots as possible - unfortunately, the game pits you against some of the world's finest players. However, to help you perform such an act, a team of digitised 'experts' appear as key points to offer advice on certain problematic shots.

During the game, a range of options allow the player to alter everything from their stance to the amount of slice on the ball, and a full set of clubs are also available. With competition in the form of Irem Skins and Super Birdie Rush, Pebble Beach is relying on its technical accuracy to keep it above par. Whether it measures up, though, is revealed next issue.


PEBBLE BEACH OPEN
4mph
ROUGH
Wind
Lie
4th
5th stroke
28 yards
Par4 327y

4mph
TEE SHOT
Wind
Lie
4th
1st stroke
329 yards
Par4 327

▲ Strike the ball, strike the ball like the wind.

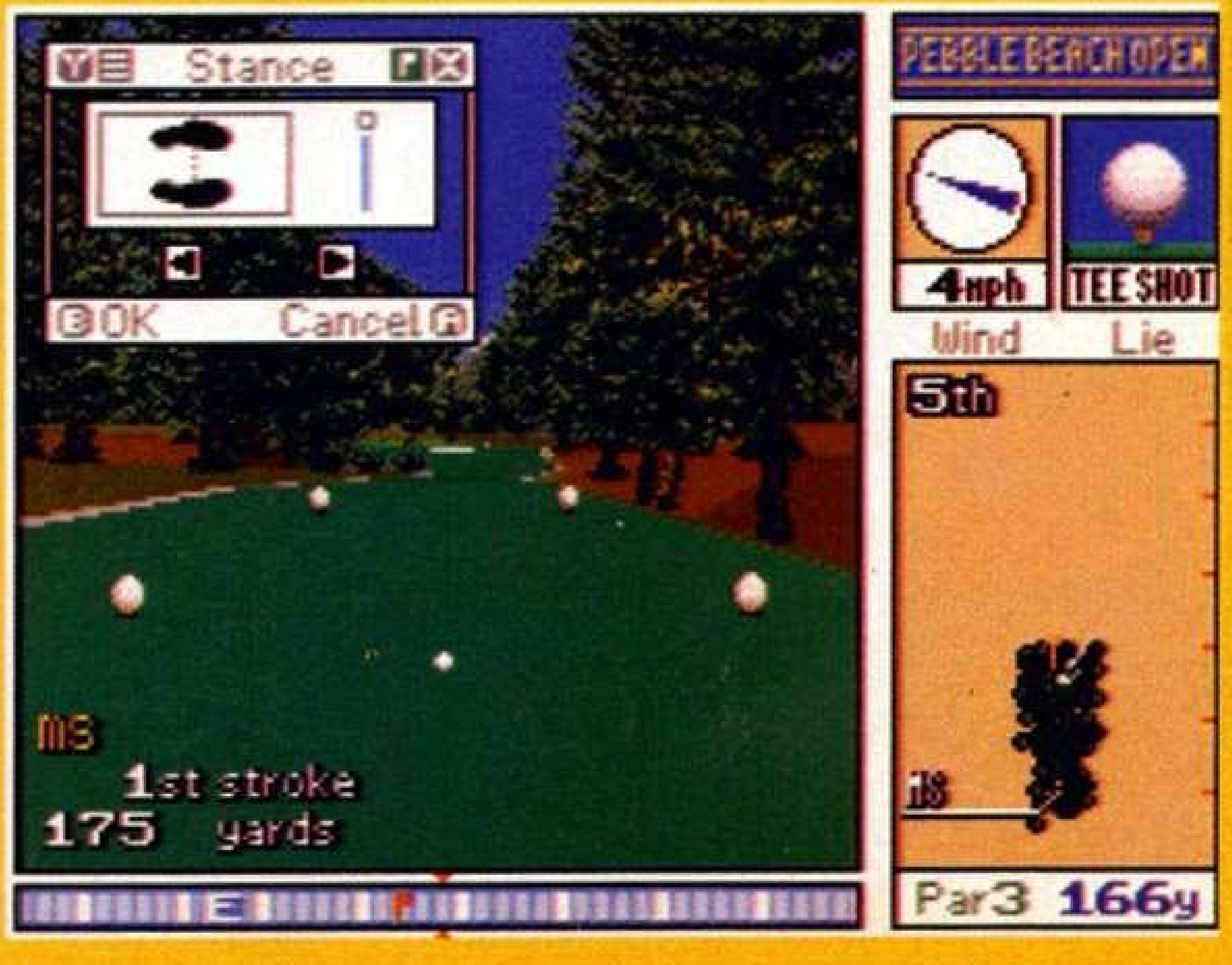

PEBBLE BEACH OPEN
7mph
GREEN
Wind
Lie
4th
Par4 327y

Shot is 33 yards.

Player NF got a double bogey on the 8th hole.

▲ Information about each hole is available on request. This also includes details on your opponents performance as well!

▼ Shuffle your feet in time to the beat!


Stance
OK
Cancel
PEBBLE BEACH OPEN
4mph
TEE SHOT
Wind
Lie
5th
1st stroke
175 yards
Par3 166y

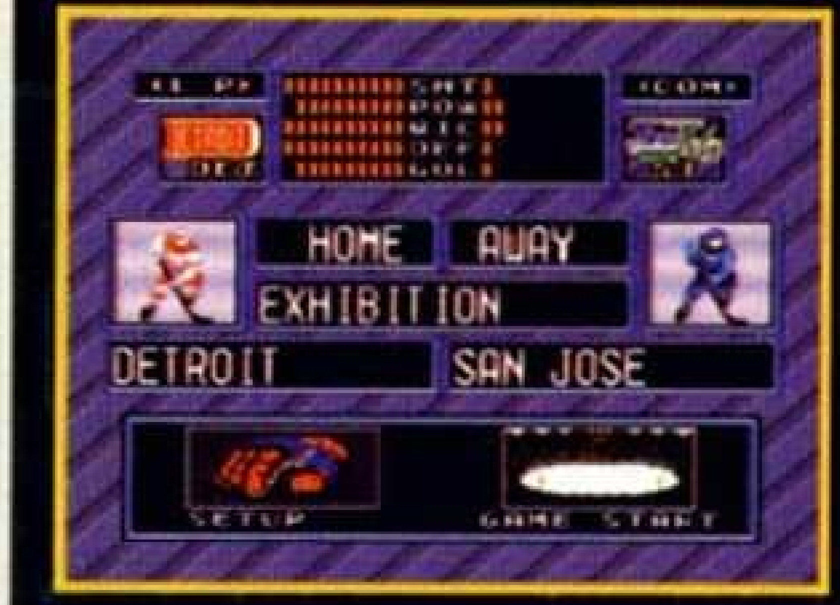
BY: JALECO PRICE: TBA MEG: 8

PRO SPORT ICE HOCKEY

For those of you disappointed by EA's NHLPA conversion, solace could be on its way in the fast-moving form of Jaleco's Pro Sport Ice Hockey. Using the same slightly off-centre bird's-eye view as the EA title, Jaleco's game apparently offers a faster paced challenge, and more detailed stats and figures to ensure the twenty-four available teams follow different strategies and offer a real challenge as the player fights their way up the league table.

Once the requisite one or two-player game has been selected, the two teams slide out for action. Via the joypad's four buttons, all manner of passes, slap shots and wrist shots are on offer, whilst aggressive play results in a full-blooded scrap and an eventual Face-Off. For true Ice Hockey aficionados, Pro Sport's full list of US teams even details their individual strengths and weaknesses, and a series of prematch information sheets allows the player to formulate a suitable plan of action to exploit such frailties. In addition, a battery back-up also allows for leagues to be saved mid-season.

Leading on the Super NES with an NES version waiting on the sub's bench, Pro Sport Ice Hockey is aiming for a head-to-head confrontation with EA's effort. A release date has yet to be set, but a full review should follow shortly.


HOME
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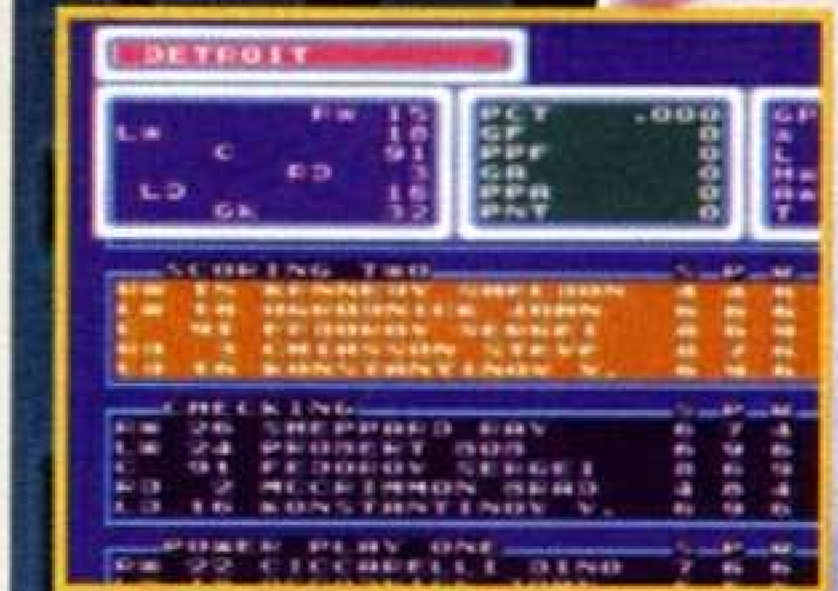
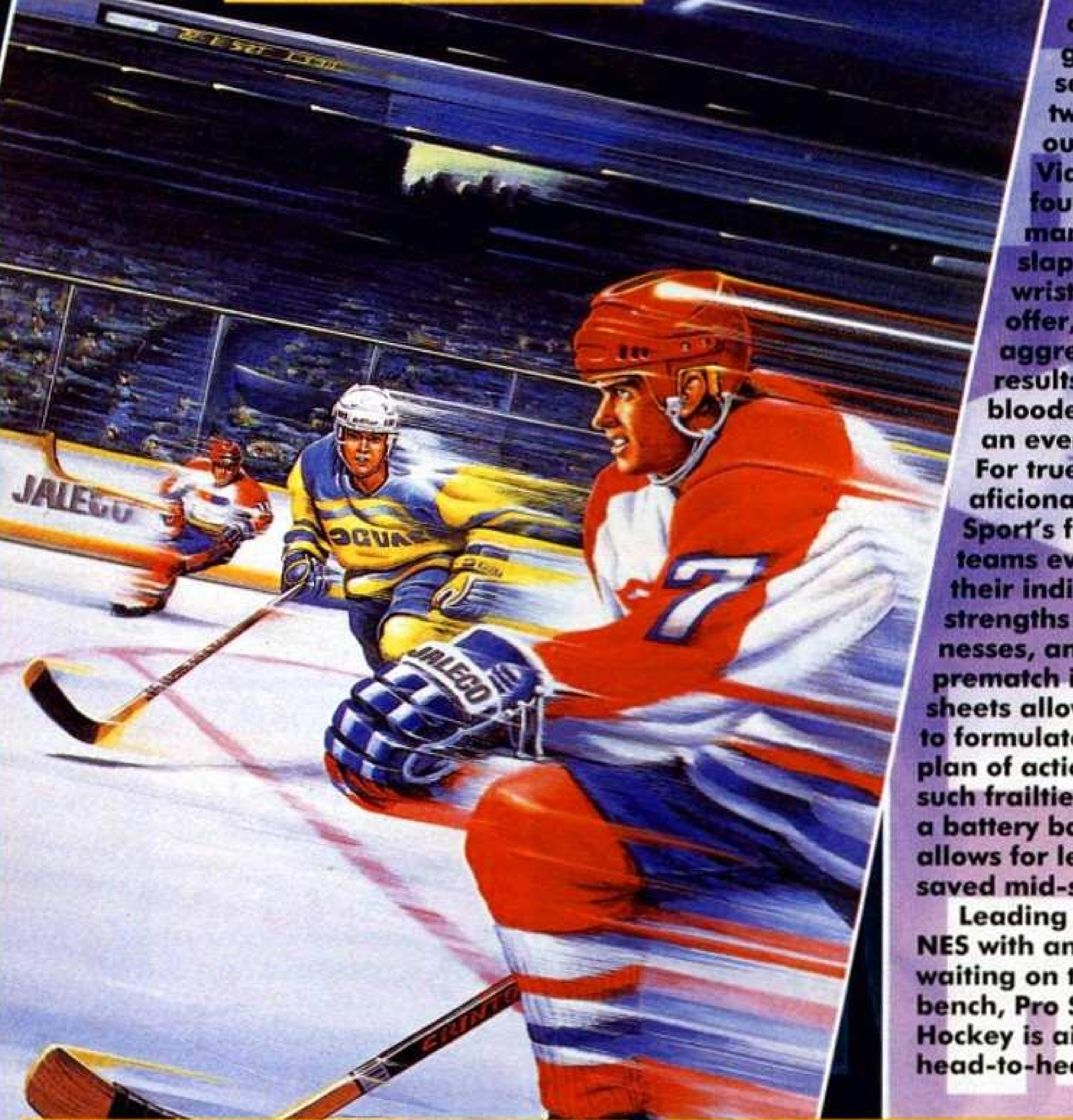
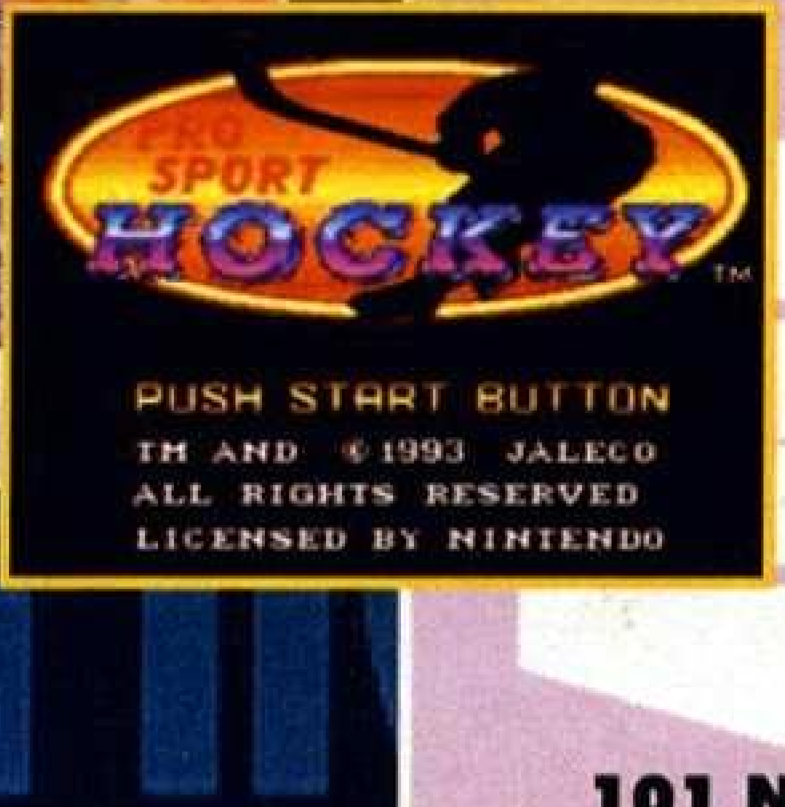
JALECO
JALECO




JALECO
JALECO

▲ Shoot the puck, shoot the puck like the wind.


PRO SPORT HOCKEY TM
PUSH START BUTTON
TM AND ©1993 JALECO
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THE OFFICIAL

NMS Char

	SUPER NES	NES	GAME BOY
1	SUPER MARIO KART (1)	SUPER MARIO BROS 3 (1)	SUPER MARIO LAND 2 (1)
2	ZELDA 3 (5)	TINY TOONS (2)	TINY TOONS (5)
3	MARIO PAINT (-)	MARIO AND YOSHI (3)	SUPER MARIO LAND (2)
4	STREET FIGHTER 2 (2)	OPEN GOLF TOURNAMENT (-)	MARIO AND YOSHI (-)
5	SUPER MARIO WORLD (3)	RESCUE RANGERS (RE)	MICKEY MOUSE (6)
6	SUPER SOCCER (7)	HYPER SOCCER (-)	PRINCE OF PERSIA (-)
7	PILOT WINGS (-)	TALESPIN (4)	BATTLETOADS (4)
8	SUPER TENNIS (8)	TOM AND JERRY (-)	GOLF (RE)
9	PRINCE OF PERSIA (-)	LEMMINGS (5)	ADDAMS FAMILY (-)
10	SUPER GHOULS AND GHOSTS (-)	WWF (7)	WWF (7)

Well, you asked for it so here it is *again* - The NMS staff chart Actually, not a single one of you asked for it but you're damn well going to get it anyway. So sit down, shut up and be than ful you horrible whining lot. Honestly, kids today, they don't know they're born. When I were a lad... grumble...
Oh, the official charts are here too - in case anyone's interested

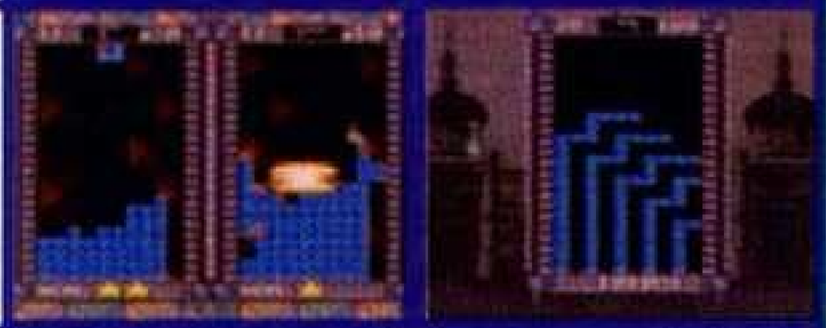
NMS STAFF CHART

1 STARFOX (SNES)

This is only here because we can play it and you can't! Freshly available on import, this is more than likely to stay here for quite a while. By the way, we've completed it, you know...

2 SUPER TETRIS/BOMBLISS (SNES)

A permanent resident in the games room Super NES, both Super Tetris and Bombliss are classics of our time. Mucho cursing and violence ensues after a few heated rounds of this...



3 TINY TOONS (SNES)

Classic platform fayre with loads of variety. You want an American Footy section? You've got it. You want a skipping sub-game? You've got it. You want extra tomato? Slope off to Burger King then...

4 KIRBY'S DREAMLAND (GB)

We are pleased to announce the wedding of Paul Davies and his little balloon-like friend - hence Kirby's rapid climb up the charts. Surely the most endearing character for some time?

5 ZELDA III (SNES)

An oldie but goldie currently undergoing a bit of a revival in the NMS office. The boys have all been fighting over the Zelda cart, ensuring it's rapid rise up this well-thought-out chart.

6 SUPER MARIO KART (SNES)

Interest in Karting has died down of late, probably because some sad man swiped it to practice at home. We'll soon find out, though - whoever wins the Mario Kart Challenge is obviously the culprit.

7 SUPER STAR WARS (SNES)

A little bit on the easy side, Luke's adventures still beats the pants out of most of the competition. Top-notch 3D, large well-drawn sprites - what more could a budding Jedi want?

8 STREET FIGHTER II (SNES)

With Tuff E Nuff on its way, Street Fighter II's long reign could be coming to an end. Prolonged play will determine just how good the Jaleco game is, but Ryu and Co should be worried. Until SF3, that is...

9 ELIMINATOR BOAT DUEL (NES)

Far too easy for its own good, NES fans are still recommended to buy this. It's a real laugh in two-player mode and no matter how many times you play it, it still throws up new tips and features.

10 MECH WARRIOR (SNES)

This game is a laugh everyone's impressed, even people who technically couldn't be. When people who don't work on the mag offer to write up the Review just so's they can play it, you know you've got a hot one.

NINTENDO MAGAZINE SYSTEM
NES GAME INDEX

Hello and welcome to that bit of the mag that no-one ever reads - the games index! Yes, it's a comprehensive guide to every Nintendo game on the market, but let's face it - comprehensive guide, schmomprehensive guide. All you really want to do is check whether that stuff in the bargain bin at the importers is any good or not. Well we thought long and hard about this and finally came up with a plan of revision. From now on, every title which scores 90% or over recieves a special Megagame review which makes it easier to check through which titles are really worth looking at and why. We're also limiting the games index to one machine a month, simply because we couldn't be fussed with all the extra work we'd have had to put in otherwise. Finally, there's a smart competition running throughout the index. Certain reviews have questions at the end of them, and the information needed for the answer can be found in another review elsewhere in the index. Follow this trail of posers around until you reach the sixth and final query. Now scribe all your answers on a postcard and send them to the WHOEVER REVISED THIS GAMES INDEX DESERVES A LARGE RISE IN THEIR PAY REVIEW THIS MONTH COMPETITION, NMS, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU, to arrive by the 15th of April. And your starter for ten: Name the highest scoring game in this index. Runaround...now!

ADDAMS FAMILY
Quite a jolly little platform game, but the problem is that it offers very little in the way of new or exciting ideas. There are plenty of games of this ilk, so shop around before making a purchasing decision.

OVERALL: 71%

ADVENTURE ISLAND II
The NES answer to Wonderboy, Adventure Island II is a jolly, but ultimately unrewarding scrolling arcade platform game in which you guide the hero across a variety of hazard-packed landscapes.

OVERALL: 71%

ADVENTURES OF LOLO
Intriguing puzzle game which certainly packs a challenge but doesn't feature much in the way of action and variety. Definitely one for those who like the pace of their games sedate.

OVERALL: 74%

AIRWOLF
Take control of Stringfellow Hawke's as-seen-on-TV attack helicopter, and zip around the skies, trashing airborne enemies. There's not a great deal to this game, but the graphics and sound are okay and the gameplay, though not particularly original, should prove enjoyable for fans of the TV show.

OVERALL: 75%

BAD DUDES
Hopeless conversion of the beat 'em up coin-op better known in this country as Dragon Ninja. Dreadfully flickery graphics and a low challenge level hammer the nails into this one's coffin.

OVERALL: 39%

BALLOON FIGHT
The aim of Balloon Fight is simplicity itself! Boasting gameplay similar to the classic Joust arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons, while guarding your own from attack. Even though there's simultaneous two-player action, it all grows dull very quickly.

OVERALL: 74%

POWER
POWER
052560 VS 023040

BATMAN
"There was an Englishman, an Irishman and a Batman..." So began the disastrous career move towards stand-up comedy made by lab assistant Jack Napier. After being bottled off stage at the Mad Scientists' Comedy Store Jack was horribly mutated by the expensive import chemicals flung his way. As you do in situations like this, Jack recruited an army of hoods, gave himself a smart-sounding alias and turned to a life of crime. Of course, the Joker (for it is he) attributed his whole disfigured appearance to Batman (the mainstay of his "comedy" routines), and so became bent on vengeance against the Dark Knight.

Needless to say Batman is outraged at the naughty criminal goings-on perpetuated by the Joker and pals and, as such, leaps out to rid Gotham City of crime in this aging NES platformer. Batman was one of the first games to carry the NES super chip to enhance the graphics and sound, and it's pretty obvious by the look of the game. The sprites are detailed and everything is very colourful, in a dark, sombre, Gothic sort of way. However, the presentation isn't the only good point. The game is very long, weighing in at an extraordinary twenty levels, and gets very very tough pretty early on. What's more it's great fun to play all the way through. It might be knocking on a bit, but Batman is still a classic.

OVERALL: 92%

BATMAN II: RETURN OF THE JOKER
Superb-looking and great-sounding platform game which completely fails to offer anything new and so renders itself redundant in the face of classics like Super Mario 3 and the Megaman series.

OVERALL: 78%

BATMAN RETURNS
He thinks nobody's noticed yet, but Batman's increasing presence on the NES is becoming more and more obvious! The Dark Knight just about gets away with it this time around with another platform romp through Gotham City. The atrocious graphics are made up for with good playability and some difficult adversaries later on.

OVERALL: 74%

BATTLE OF OLYMPUS
Run around the horizontally scrolling levels that are Ancient Greece, solving various puzzles and beating up mythological beasts in this worthwhile RPG. The only gripe we have with this is that it's a bit lacking in the action department, making Zelda II the definite RPG to go for.

OVERALL: 79%

BATTLETOADS
Life just isn't fair to some heroic amphibians. Take, for instance, Pimple the Toad. Pimple is no ordinary toad, oh no, he is in fact, along with his pals Zitz and Rash, a member of the famous crime-fighting cartoon triumvirate known as the Battletoads. Sadly for Pimple, however, just before his major video game debut he had the misfortune to be kidnapped by arch-foe the Dark Queen. Now, quelle surprise, it's up to his pals to traverse the galaxy searching for him in this one or two-player horizontally-scrolling beat 'em up from those lovely people at Rare.

However, Battletoads is different from your regular beat 'em up. At regular points during the game the action switches to jetbike chases, or abseiling levels, or any one of a multitude of different sub-levels, making it one of the most varied games of its type on the NES. The graphics are excellent, with large sprites and plenty of amusing cartoon-type characterisation.

Battletoads is a challenging game, although it's not really all that long what's there should keep you hammering away for ages, and it's great fun to play, especially in the two-player simultaneous mode. Definitely one which NES-owning beat 'em up fans shouldn't miss.

OVERALL: 91%

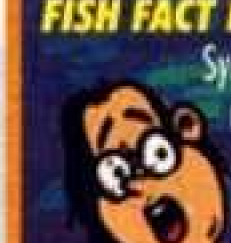
BASEBALL
One of the most popular sports of the United States hits the NES! All of the fun and excitement of Baseball is here, but unfortunately, Nintendo Baseball has a number of faults in the gameplay department. The actual pace of the game is relatively slow and a tad unresponsive. The graphics are cack too. Not recommended.

OVERALL: 60%

BAYOU BILLY
Unusual mix of game types which also features a light gun sequence as you drive, run and shoot your way through a variety of different screens. Fun, but not an essential purchase.

OVERALL: 79%

AMAZING! BUT TRUE (PROBABLY)



FISH FACT No.1: The Large Spot Catfish, Synodontis ocellifer, originates from the rivers of West and Central Africa. It reaches 7-8 inches in size and is well suited to the larger community aquarium. ?

BIONIC COMMANDO
Super Joe Crack, the star of Commando (Capcom's old coin-op hit) has been captured behind enemy lines, and only the Bionic Commando can save him by fighting through many platform and shoot 'em up levels. This game actually has levels that weren't in the coin-op, but the high difficulty level could put some players off.

OVERALL: 81%

BLACK MANTA
A mysterious bunch of criminal maladepts have kidnapped a load of kids for some reason, and your mission in this game is to take on the mantle of the Black Manta and dust some monkey ass! The gameplay is varied and fun, but

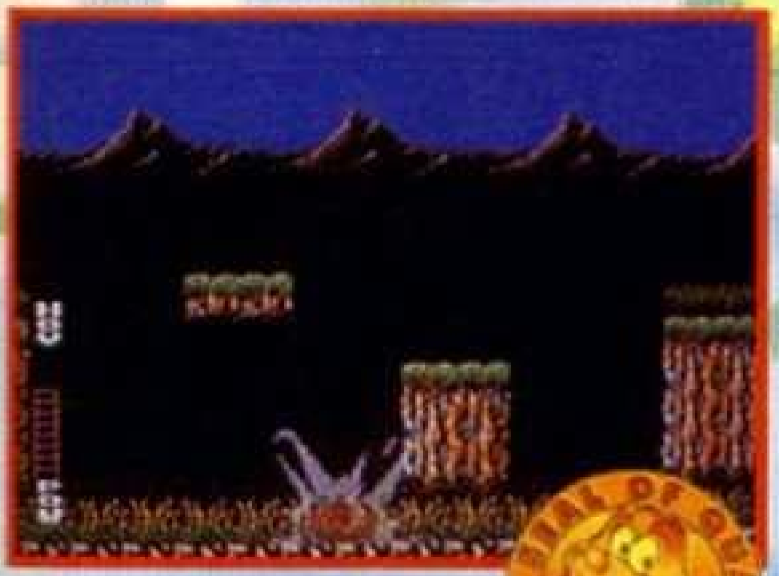
the graphics just really aren't up to scratch.

OVERALL: 80%

BLADES OF STEEL

Don't be misled by the title - this is an Ice Hockey simulation with a mini beat 'em up included when things get rough on the pitch! Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. Overall an excellent sports game.

OVERALL: 85%



BLASTER MASTER

Like every young boy Jason's garden would not have been complete without the pond of atomic waste and experimental chemicals, complete with mini rustic bridge and asbestos lily pads. Sadly though, Jason's pet frog, Skipper, leapt into this bubbling pit of toxins. As a result of exposure to the mutagens therein, poor old Skippy began to grow to an unfeasible size. His poor froggy brain unable to cope with this confusing situation Skippy legged it down the nearest manhole. Jason, not wishing to see his pal disappear and hoping to find a cure to bring him back to normal size, gave chase just as any true-blooded youngster would. In a tank.

It is now Jason's task to traipse through the sewer underworld searching for his outsize mate in this game-of-the-book, The action is split between horizontally-scrolling platform shoot 'em up to an isometric view standard shoot 'em up whenever Jason leaves his tank and heads through certain doors and passages. Blaster Master may be getting on a bit now, but it's still a magnificent piece of software. The graphics are great, the sound is great, the game itself is huge and varied and it offers a sizable challenge. Highly very recommended.

OVERALL: 91%

BLUES BROTHERS

Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.

OVERALL: 40%

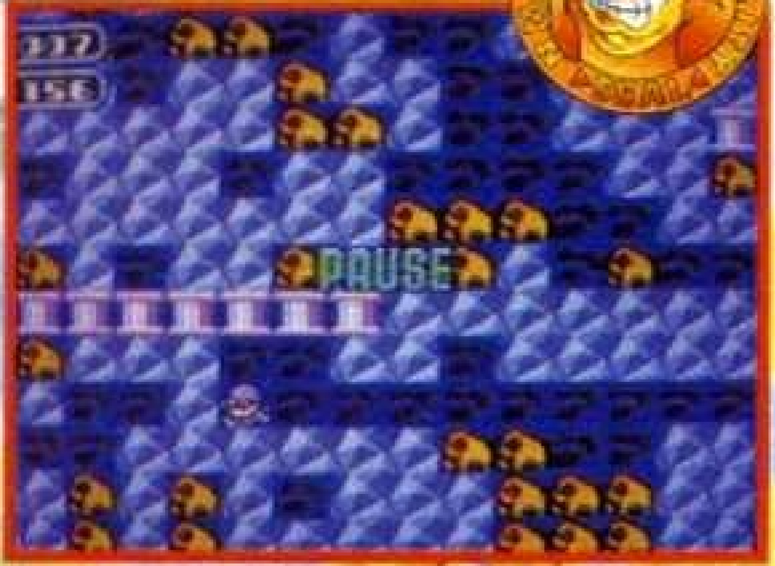
BLUE SHADOW

Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.

OVERALL: 88%

BOULDERDASH

Poor old Rockford the miner. He went on a little diamond-hunting jaunt in the arcade game of 1984 and hasn't managed to get out of the pit since. The NES game is the latest to trap the hapless prospector underground, and it's up to you to get him out. To do this, you'll need all your puzzle-gaming skills to dig through the earth and collect the diamonds whilst watching out for the deadly subterranean terrors and falling rocks. Indeed, the rocks are the worst part. Once the soil underneath these is dug away they plummet groundwards, and more often than not they are positioned in such places as to make diamond-collecting around them extremely difficult.



Graphics aren't exactly a strong point in Boulderdash. The sprites are not that well-defined and the animation is lacking somewhat. The sound, similarly, is not all that fab. However, the gameplay, although very old indeed, still holds up to todays standards. Although it may all seem very simple at first, after a couple of levels, when things start getting tricky, Boulderdash becomes very absorbing. If you fancy a fast-moving puzzle game with arcade overtones Boulderdash is your best bet.

OVERALL: 90%

Q - Name the villain from the Castlevania series.

A BOY AND HIS BLOB

There are few people who realise the true powers of transformation held by jelly beans. We're not talking turning your face green if you eat too many of them here either. For there is an alien race, the Blobolonians, themselves somewhat resembling the much-loved sweets, for whom jelly beans hold the key to amazing shape changing powers. However, rulers of the nearby planet Evilonia have decided to overrun these peace-moving bean creatures and enslave them. However, one Blobolonian escaped and befriended a young Earth boy, Timmy. Timmy, being an eager cub scout, pledged to help his new amorphous pal find the Great Bean of Power, the one weapon which would free Blobolonia from the dastardly Evilonians.

A Boy and his Blob is an imaginative mix of puzzling and platform action, with Timmy's limited supply of beans being essential to the pairs' progress. The graphics are pretty chipper, especially the animation, and there is a great cartoon.atmosphere prevalent throughout the game. A Boy and his Blob is not a title for those who like their games easy, but it is very rewarding when you start getting somewhere. Definitely worth a look.

OVERALL: 91%

AMAZING! BUT TRUE (PROBABLY)

FISH FACT No.2: Pieces of brick worn smooth by waves make ideal aquarium ornaments. Pieces with holes in them offer an ideal way of anchoring aquatic plants and pieces of drift wood. The best bricks of this variety are to be found on sheltered beaches - stormy beaches tend to smash the bricks up completely.

Q - Name the dodgy game based on the exploits of a famous Japanese movie monster.

BUBBLE BOBBLE

Bub and Bob, the bubble-blowing dinosaurs are trapped in 100 meanie-filled platform levels. Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points! The graphics are a bit flickery, but the skill gameplay mores than makes up for it. A superb coin-op conversion.

OVERALL: 89%

BUCKY O' HARE

Poor old Bucky, for his game is a sad case of mediocre everything in the way of platform/shoot em ups everywhere. When you consider the massive range of similar titles available for Nintendo's wonder machine this isn't a tempting enough carrot, or lettuce for that matter, to warrant purchase.

OVERALL: 72%

BUGS BUNNY'S BIRTHDAY BLOW-OUT

The 50-year-old cartoon rabbit crops up on the NES in a game where he collects tons of carrots and traverses platform levels in order to reach his birthday blow-out. This game has all the Loony Tunes villains, but unfortunately the childish graphics, jerky scrolling and simplistic gameplay do this game no favours.

OVERALL: 35%

BURAI FIGHTER

It's time to jet off into deep space and face those evil aliens on their home grounds. This horizontally scrolling shoot 'em up is a good challenge, with plenty of destruction to spice up the gameplay. It could prove a bit hard for novice players, although the majority of you should find this to be a decent blaster well worth considering.

OVERALL: 79%

PRESS BUTTON A TO ST

CALIFORNIA GAMES

Cowabunga dudes! Yo, like, totally radical, surf's up compadres! If this sort of lingo appeals to you you've obviously been spending too much time watching Beverly Hills 90210. However, if competing in six groovy and hip events such as roller skating (er...), frisbee throwing (double err...), BMX (well, alright, maybe hip about eight years ago), footbagging, surfing (that's a bit more like it) and perennial Californinan fave pastime, skateboarding, is more your thing, you'd better book some tickets to LA. Still, if you'd just like to pretend to compete in six groovy and hip events California Games could well be your scene.

Each event is very different and has its own control method to learn. This means it takes a lot of practice to really get any level of expertise. However, nothing is too difficult to learn and it's ever so easy to get the hang of things if not to master them. The one trouble with California Games is there's no competitive one-player mode, so there's only personal bests to beat unless you have up to three mates round. Great fun for single players and really really smart in a group.

OVERALL: 91%

CAPTAIN PLANET

Don the daunting mantle of the environmental saviour of the world, as he battles to save the world from environmental pollution, while rescuing a few seals and elephants into the bargain. The sub-levels of this game are a mixed bag. The shoot 'em up levels are far too difficult while the scrolling exploration bits are a doddle. The package as a whole is unremarkable.

OVERALL: 56%

NINTENDO MAGAZINE SYSTEM
NES GAME INDEX

CAPTAIN SKYHAWK
Join the eponymous Captain as he flies around vertically scrolling shooting levels and Afterburner-style stages. This is another skillful Rare game that should appeal to blasting fans, although shoot 'em up experts may find it a tad easy.

OVERALL: 90%

CASTLEVANIA
Simon Belmont is on the trail of Count Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon explores, punishing any undead types with his trusty whip. The audio-visuals aren't stunning, but the action is absorbing for a long while. Try out the sequel first though.

OVERALL: 80%

Q - What does the Blob from A Boy and his Blob eat?

CLU-CLU LAND
One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan clone set in grids of dots. However, unlike in PacMan, the idea in Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of Cubist join-the-dots picture. The simplistic gameplay is fun, but soon grows quite boring.

OVERALL: 62%

COBRA TRIANGLE
Take the wheel of your speedboat and race your way through 25 races of isometric 3D scrolling fun, each with a different challenge. Cobra Triangle has it all. Great graphics, decent sound, but above all amazing playability. Another classic from Rare that deserves to end up in your collection.

OVERALL: 94%

CRACKOUT
Utterly dire Breakout clone which features screens and screens of tedious bat 'n' ball "action". The graphics and sound are both poor, but it's the utterly boring gameplay makes this one to avoid at all costs.

OVERALL: 21%

DAYS OF THUNDER
Jump into your NASCAR racer and burn around a series of tracks with no right turns whatsoever in this NES conversion of the embarrassingly awful Tom Cruise movie. The graphics are okay but there's no real variety in them at all. The game itself is slow, tedious, annoying and frustrating.

OVERALL: 39%

DEFENDER OF THE CROWN
Take a time warp to mediaeval England and attempt to become king by taking over various territories in this strategy game with arcade sub-levels. The problem here is that the strategy game isn't involving enough and the arcade bits just don't cut the mustard at all. Leave this on the shelf in the software shop, where it belongs.

OVERALL: 59%

DEFENDERS OF DYNATRON CITY
What a weird and wonderful game this license could have made. Sadly the reality is the complete opposite: a dreadfully dull half shopping spree/half shoot em up making a mockery of characters that, however foolish, didn't deserve this treatment.

OVERALL: 36%

DIGGER T ROCK
At first glance, this game looks like being a thinly disguised Boulder Dash clone, but on closer examination it turns out to be an action-packed arcade puzzler that's highly recommended. Excellent graphics and swingsome sound are the icing on the cake.

OVERALL: 89%

AMAZING! BUT TRUE (PROBABLY)

FISH FACT No.3: If you intend to show your fish, a spell in a pond may put a prize-winning finish on any fish of quality. But for best results, the pond should be situated in a partial shade, with sufficient light to favour a good colour development, but not too intense to bleach it out.

DONKEY KONG
Oh no! Mario's girlfriend has been kidnapped by a crazed gorilla! It's up to the Italian plumber to conquer four different levels of platform action. Donkey Kong isn't a bad coin-op conversion, but the original itself is years old and four screens of arcade action simply isn't enough to warrant the price tag.

OVERALL: 45%

DONKEY KONG JUNIOR
Donkey Kong Junior's out to rescue his Dad from Mario's clutches in another four-screen platform romp, this time set in the jungle. Just like it's predecessor, Donkey Kong Jnr isn't a bad conversion with a bit more variety than the original game. Unfortunately, Four screens' worth of action just isn't enough to give the player value for money.

OVERALL: 46%

DOUBLE DRAGON
Your girlfriend's been kidnapped by Mr Big - the evil crime boss! It's down to you to kick the excrement of his cronies and then face up to the boss in the final confrontation. This game isn't a bad conversion, but the sequel has superior graphics and gameplay.

OVERALL: 75%

DOUBLE DRAGON II
Dear oh dear. Your girlfriend has been gunned down by a revenge-crazed Mr Big. Therefore, it's down to the Double Dragons to go and kick some ass again. This conversion is a lot better than its predecessor, with decent graphics and enjoyable gameplay. Definitely the best Double Dragon game on the Nintendo.

OVERALL: 84%

DOUBLE DRAGON III
Acclaim's third Double Dragon game contains all the scrolling beat 'em up mayhem you'd expect, along with more characters to control and larger levels. Unfortunately, the game is just too difficult to be worthwhile and the plodding response time doesn't help matters much either.

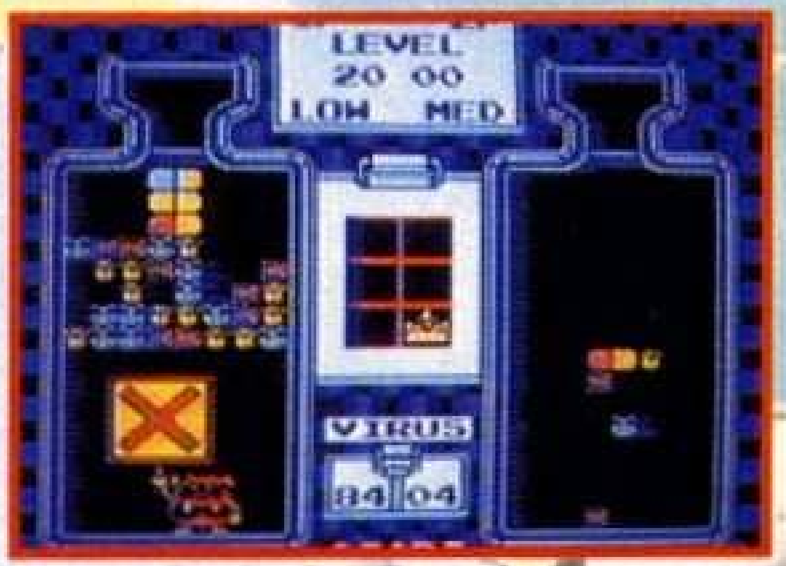
OVERALL: 65%

DOUBLE DRIBBLE
Mediocre basketball game which just about supplies enough slamdunking thrills and spills to please ardent basketball fans.

OVERALL: 70%

DRAGON'S LAIR
Dirk the Daring's darling Daphne has been kidnapped by a big dragon and taken to his lair! Pausing only to grab his daggers, Dirk gives chase by entering the side-on scrolling castle - but many traps and meanies await. Dragon's Lair has excellent graphics, but the remarkably slow, plodding gameplay and unresponsive controls make this one to avoid.

OVERALL: 21%



DR MARIO
Mario's back in a Tetris-inspired puzzle game which sees him chucking different proteins into a beaker in order to make all the nasty viruses disappear. This is quite easy to begin with, the action gets meaner as you progress making for a truly exciting test of your reflexes and brain power. One of the best puzzle games for the NES.

OVERALL: 88%

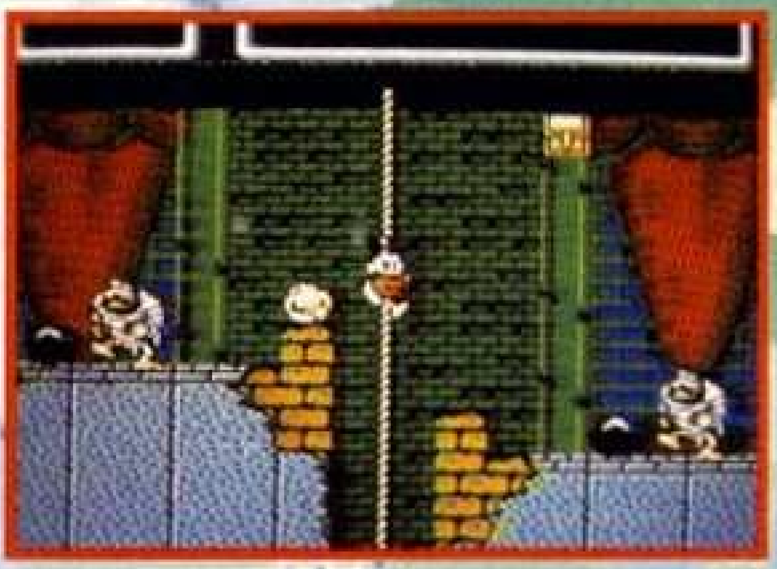
DROP ZONE
This is a real classic! It's a solid blast that owes much of its gameplay to the equally brilliant Defender. You can't get the latter on the NES but you'd be fools to let this one fall through your grasp!

OVERALL: 87%

DUCK HUNT
There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be blown away with your fine Zapper gun. The graphics are quite cute, but just shooting off with your photon firearm isn't fun or varied enough to be worthwhile.

OVERALL: 57%

DUCK TALES
Poor old Scrooge McDuck. He's got absolutely piles of cash. Great fat wedges of the stuff coming out of his ears. Aah, don't you feel sorry for the poor mite? Now you might wonder exactly what a duck would do with billions of dollars - buy his own granny to throw bread at him down the pond with his pals perhaps? - but what's even more bizarre is the fact that a pack of dogs, the Beagle Boys, have, in true socialist fashion, er, redistributed his wealth and stashed it in secret hiding places all over the world. The now penniless Scrooge now has to hotfoot it around the planet, no private Lear jets for him, nabbing back all his loot.



Unsurprisingly, this game-of-the-smart-cartoon is a platformer. However, despite its age and relative easiness it still holds its own against the hordes of other platform games swamping the NES. The graphics are excellent representations of their animated counterparts and the music is actually quite jolly. Best of all, the gameplay is fast and varied. Not the hardest game in the world, but still a spiffing title.

OVERALL: 90%

ELITE
These space traders, eh? They've got no respect for the old market traditions. Do they set up free-floating fruit 'n' veg stalls in Lower Earth Orbit? No. Do they hawk jellied eels and dodgy T-shirts at the tops of their voices in the soundless vacuum that is a good proportion of infinity? Do they heck as like. Instead they ponce around in their giant interstellar spacecraft, buying commodities on less well-off planets and then rushing off to rich galaxies in search of a high profit margin. Of course, not all of them keep within the boundaries of the law, a bit like the chaps you see flogging Taiwanese real imitation Rolex-style watches, and as a result they can end up in bother with the law, as well as having to watch out for pirates, bounty hunters and, in fact, just about everything else in space. Pete Beal never had it like this eh?

Elite is a conversion of the years-old ground-breaking super-classic. It's very difficult to believe that Elite was originally programmed for the Commodore 64, but at least hat means the NES is well capable of handling the full works. Elite on the NES is an absolutely splendid game, with months of incredibly in-depth play on offer. Due to the sprawling, colossal nature of the game this might not be one for three minute

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fire-and-forget game fans (although there's still plenty of shooting and death), but it's certainly a title every NES owner should have in his or her collection.

OVERALL: 91%

EXCITEBIKE

Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's graphics and sound are a bit wobbly. However, these inadequacies only serve to make the whole game more of a laugh! Very challenging and well worth a try.

OVERALL: 84%

FELIX THE CAT

Felix is cursed with that dreaded platformitis disease and discovers himself as the star of yet another platform game on the NES. Rather than base the game on Felix's original black and white cartoons Hudson have developed the game from the recent feature length film. The game is imaginative and funny but ultimately short-lived as it is very easy.

OVERALL 71%

FESTER'S QUEST

The Addams Family has seen something of a revival lately, and this NES game stars the talented Uncle Fester on a scroll-around quest to save the Earth. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addams Family tune. The gameplay though, verges on the tedious after only a couple of sessions.

OVERALL: 58%

FAXANADU

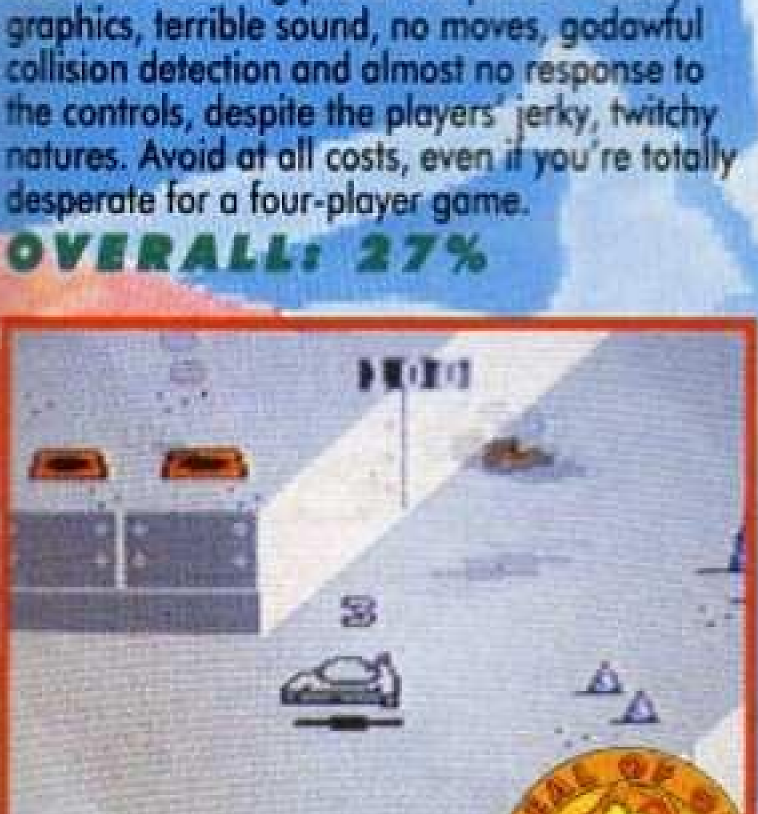
Fairly involved RPG/platform game which certainly offers plenty of depth but doesn't feature much action and excitement. Try it out if you're after something different.

OVERALL: 79%

FOUR-PLAYER TENNIS

Absolute steaming pile of old pants. Wobbly graphics, terrible sound, no moves, godawful collision detection and almost no response to the controls, despite the players' jerky, twitchy natures. Avoid at all costs, even if you're totally desperate for a four-player game.

OVERALL: 27%



GALAXY 5000

Hello and welcome to Chocolate Bars of the Future! Today we'll be taking a look at Lion Bar 2019, Krispit 'n' Krunch 2337 and Double Decker 1999 , but todays special feature is on Galaxy 5000! Strangely enough though, by the year 5000 chocolate bars as we know them will have disappeared. Instead of chomping on a sweet snack, people will just eat a pill and whatever taste they want will be exactly reproduced. However, this leaves the world with a problem - what to do with all the chocolate bar names? Well, the name Topic was given to style of minimalist architecture, Wispa became a new colour, Toffee Crisp became the new name for a sort of high-backed chair and Galaxy became a highly popular skimmer-race held in space. The race was given the name Galaxy 5000, in much the fashion as the Indianapolis 500 - because only 5000 people bother watching it on the telly.

Galaxy 5000 is a 3D isometric view race game set across nine hazard-laden space courses. One or two players may participate simultaneously in this rootin' tootin' energy-beam shootin' no-holds-barred scoot towards the finish line. Although isometric racers seem to be the only thing Rare do nowadays, and although the scrolling is a bit dodgy on Galaxy 5000 it's still an excellent game which is well worth a look.

OVERALL: 91%

GAUNTLET II

Everyone knows what a Gauntlet is. It's a female Gaunt. Well, actually that's a bit of a fib, it is in fact a type of glove. Which makes it all the more puzzling why Atari chose to name their famous and influential coin-op Gauntlet. Gauntlet was the first four-player coin-op and it quickly became the top game of its time thanks to its varied choice of characters, frenetic blast action and quadro-simultaneous larks. Of course there cam a time when even this stalwart of the arcades needed a bit of a facelift, so to improve on the legend that is Gauntlet, and not at all to cash in on its big name status, Atari released Gauntlet II, a game which allowed all four players to play the same character (in different colours), introducing hordes of new enemies, stacks of new magic items and traps and a big vicious red dragon at the end of the game.

Gauntlet, in case you don't know, is a psuedo-3D overhead view maze-based shoot 'em up. The idea is to rush around each level searching for the exit, blasting evil doers and collecting helpful keys along the way. This makes it sound very simple, but the maze layouts get extremely tricky and the absolute reams of enemies soon wear down your energy. Featuring all the graphics, speech, levels and playability of the arcade original, Gauntlet II is a top notch NES product.

OVERALL: 90%

GHOSTBUSTERS II

Once again, it's time to bust those ghosts in a series of sub-levels inspired by the spooky, and yet vaguely amusing film. The problem here is that the graphics are a mite cacky, and each mini-level does nothing to recreate the atmosphere of the film on your NES. All in all, a vapid game that's only fun for a very short while.

OVERALL: 57%

GHOSTS 'N' GOBLINS

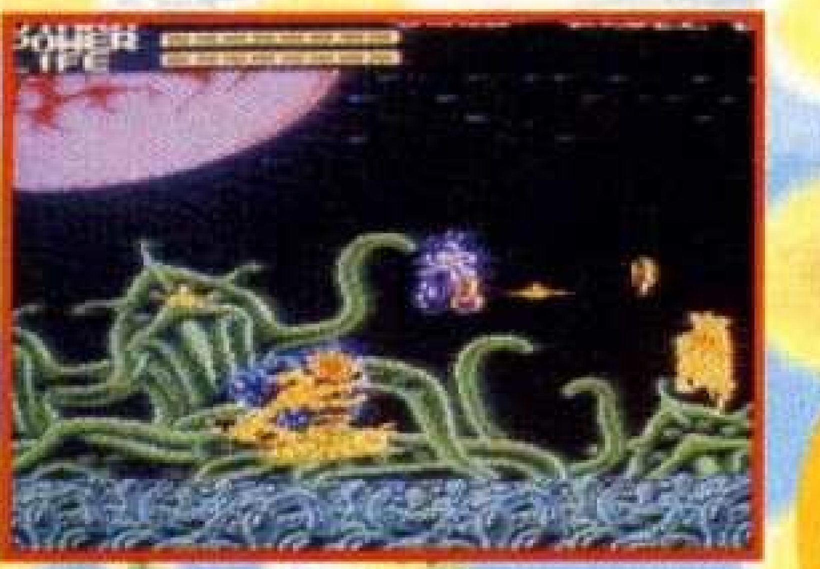
Sir Arthur was enjoying the canoodling company of his Princess when suddenly an evil devil kidnapped her! So he's got to run along scrolling levels, dusting undead sprites in preparation for the final conflict! This conversion boasts limp graphics and sound. The response is dodgy and the gameplay frustrating. Leave this well alone.

OVERALL: 55%

GOAL!

The curse that hits NES soccer games claims another victim with the shambling debacle that-- is Jaleco's Goal! Featuring an ineffective isometric viewpoint, stick-men sprites and extremely annoying action, Goal! is best left alone.

OVERALL: 33%



GODZILLA

What could have been a brilliant monster-based game of destruction and mayhem is in fact a ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.

OVERALL: 41%

Q - What is the name of Godzilla's cartoon son?

GOLF

As far as Golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to hole the ball. The graphics and sound aren't exactly spectacular, but this cart offers a very challenging, playable round of golf. Recommended to golfing fans.

OVERALL: 76%

GRADIUS

Gyoops! Them thar alien invaders are at it again, and it's up to you, Captain Rick Manley to send 'em packing! Blimey, how many times have you heard that yarn? Yes, it's shoot 'em up time again, just you and your trusty single-seater fighter craft against a fully tooled-up alien armada. However, Gradius has a more trustworthy pedigree than most games of this ilk - it is in fact a conversion of the ancient coin-op Nemesis. Nemesis was the game which spawned R-Type and thus started the whole shoot 'em up boom of a couple of years ago.

Whilst you may think Gradius would be quite simple compared to its successors it's still packed with all the power-ups, alien death beasts and destruction you'd expect from today's blasters. The graphics are pretty good, but a bit flickery when there's a lot going on at once, and the sound is fairly impressive too, especially the nice explosion and death effects. Gradius is one of the best shoot 'em ups going for the NES, despite offering nothing most players haven't seen before.

OVERALL: 90%

GREMLINS II

Take a trip into the scroll-along blasting zone, this time accompanied by those irrepressible Gremlins. Programmed by Sunsoft, this Gremlins-inspired blasting game is packed with decent graphics, awesome sound and top-notch playability. Yet another good example of a Nintendo shoot 'em up.

OVERALL: 87%

GUMSHOE

Play a private eye (complete with trilby and trenchcoat) in this platform-based crime buster. Gumshoe has to cross numerous Mario-esque levels to track down the villain of the piece. This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.

OVERALL: 68%

GUNSMOKE

There are some no-good outlaws in town, so you're going to march around the vertically scrolling area blowing away all sorts of mean hombres. The coin-op was pretty mediocre, but this NES conversion is quite good fun. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.

OVERALL: 69%

HIGH SPEED

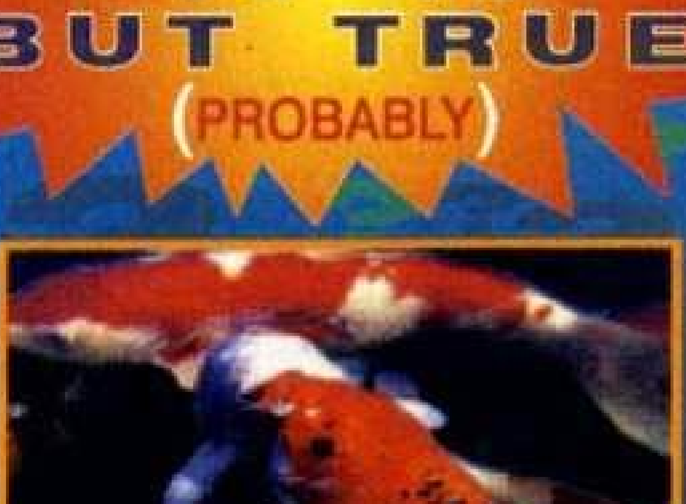
Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.

OVERALL: 82%

HOGAN'S ALLEY

Plug in the Zapper gun and get ready to pump some villains full of photons. This target-shooting game puts you at one end of a shooting

AMAZING! BUT TRUE (PROBABLY)



FISH FACT No.4: Koi are the largest coldwater fish kept in Britain - capable of obtaining three inches or more! Koi that reach even two inches pose special problems for the average pond owner. Koi are entirely peaceful with their own kind and can be mixed large and small in ponds, though they will eat eggs and small fry.

range, with criminal cut-outs spinning around at the other end. Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.

OVERALL: 60%

HOOK

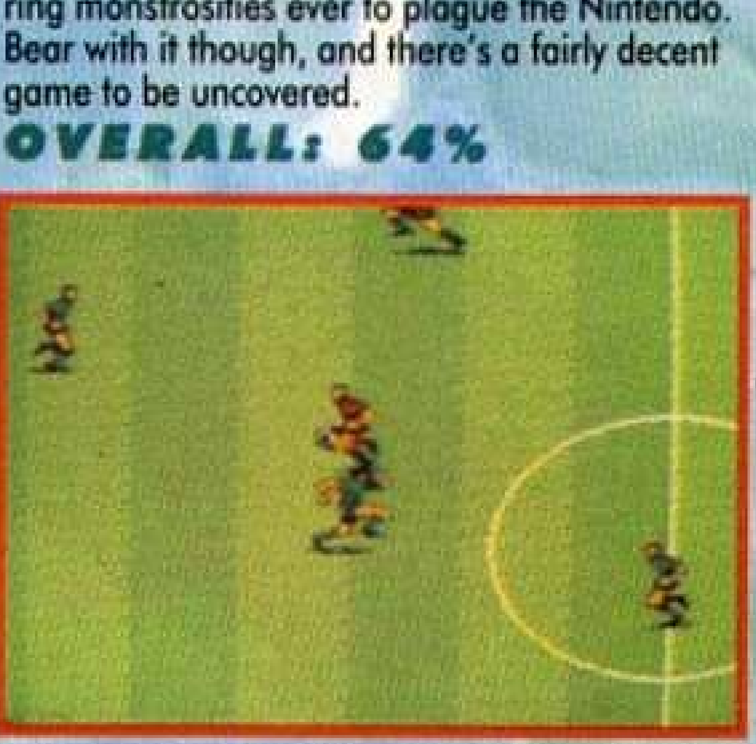
Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.

OVERALL: 62%

THE HUNT FOR RED OCTOBER

The fabulous Sean Connery movie surfaces on the NES as a horizontally scrolling shoot 'em up. The game itself is good fun to play with a nice sense of inertia on the sub. The problem is that the graphics look rather infantile and the soundtrack is one of the most discordant, jarring monstrosities ever to plague the Nintendo. Bear with it though, and there's a fairly decent game to be uncovered.

OVERALL: 64%



HYPER SOCCER

A reasonable football game, which although nowhere near as bad as the grotty Goal and the naff Nintendo World Cup still fails to generate much in the way of soccer excitement.

OVERALL: 62%

ICE CLIMBER

Ice Climber is a pretty basic game, the object being to control your Eskimo to the top of each vertically scrolling level while keeping an eye out for enemy sprites. This was one of the first NES releases and has primitive graphics, sound and gameplay. Even the simultaneous two-player action doesn't stave off the tedium.

OVERALL: 58%

IKARI WARRIORS

Armed with just their machine guns and a stash of grenades, the players must guide their on-screen heroes through vertically scrolling enemy strongholds and blow everything up. This conversion has crap graphics and poor scrolling. The response is poor and the gameplay frustrating. Even Ikari fans will be disappointed with this.

OVERALL: 48%

IRONSWORD

This follow-up to Wizards and Warriors is similar to its predecessor, with plenty of platform action and sword-slashing thrills. The main problem with this game is that the gameplay is very tough, and coupled with the rather inspiring graphics, there's not much of an urge to see the next level. Ironsword is above average, but not totally amazing.

OVERALL: 77%

AMAZING! BUT TRUE (PROBABLY)

FISH FACT No.5: Limit the use of fertilisers and weedkillers around your pond. These can wash into the water and poison fish, not to mention fertilisers promoting the growth of algae, which in turn deoxygenate the pond and suffocate fish.

ISOLATED WARRIOR

Become the Isolated Warrior as he runs up the isometrically scrolling 3D backgrounds, blasting enemy sprites with his multi-purpose weapon. Isolated Warrior is a great shoot 'em up packed with top-notch shooting excitement. Unfortunately, this is marred by the fact that it's very easy to complete.

OVERALL: 80%

KICK OFF

Once again, the evil hex that plagues NES soccer simulations strikes again in this conversion of the greatest computer football game ever. Kick Off retains all the brilliant options of the Amiga version, but the game logic is sadly lacking and there's plenty of minor bugs conspiring to ruin the game too. A great shame and a major disappointment.

OVERALL: 36%

KABUKI

America had come to regret its hair-ist jibes. Evil bugs had infested the US defence mainframe and the threat of loads of nuclear missiles flying all over the shop was a very real one, and only one man, girly-haired hippy quantum physicist Ninja Percy Kabuki, could save the world. To do this, instead of hacking into the computer network and destroying the bugs with an anti-virus programme, he decided to shrink himself really small and take the ne'er-do-wells on in single combat. Luckily Percy has his deadly Ninja hair ready to strike at any moment. At the touch of a button his shaggy mane lashes out at opponents killing, stunning or severely tickling them.

Kabuki has one of the strangest plots, and most bizarre central character, ever. This sense of oddness is prevalent throughout the game as your micro-professor turned martial arts warrior beats his way through the scrolling platform environment of the very heart of a huge computer. Still, sensibility doth not a good game make, and Kabuki's novel hair attack improves the game somewhat. Alright, so it's another platform beat 'em up, but this is definitely one of the best, and certainly most original ones going.

OVERALL: 90%

KID ICARUS

It's cutey platform game time as you guide Kid Icarus against an army of baddies who are just dying to clip his wings. It's pretty good fun, but the graphics are rather dated, and when you look at some of the more modern platform games around, this doesn't compare too well.

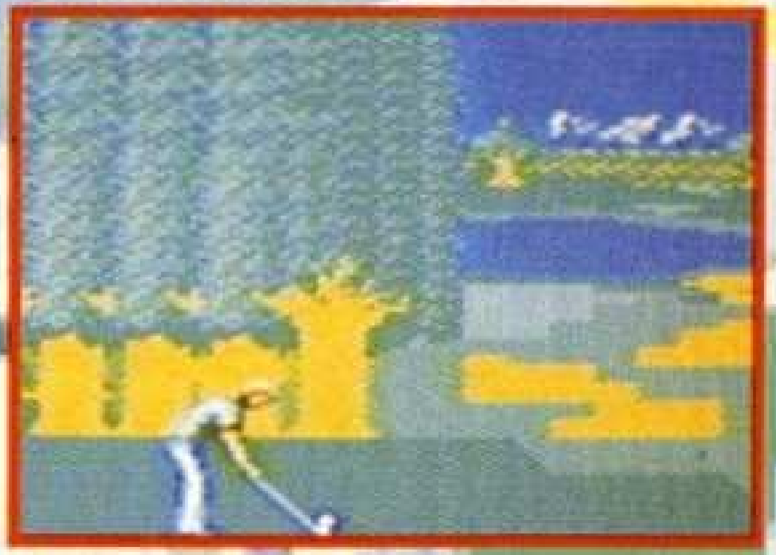
OVERALL: 68%

JACKIE CHAN'S ACTION KUNG-FU

Yerps! Plucky old film star and premier martial artist Jackie Chan has been transported back in time to thirteenth century feudal Japan! And his girlfriend's been kidnapped! Lawks! Given the variety of film scripts Monsignor Chan has been involved with this rather thin plot (which, in fact, neatly avoids explaining the time travel issue) is quite a surprise. However, it's quite bearable once you get into the swing of the game. This title sees a quite passable cartoon representation of Jackie running, leaping, kicking and punching his way across a variety of platform environments. Every so often he able to pick up a magic icon which allows him limited use of one of a number of special moves, which are exceptionally useful against the hordes of cartoon baddies which infest the game.

Jackie Chan's Action Kung-Fu is a very humorous game indeed, from the looks and actions of the enemies even to the way Jackie dies! However, this frivolous exterior belies an extra-tough platform game absolutely stuff crammed with new things and special moves. It's very fast moving, with superb, very colourful graphics and is as challenging as the day is long. Very much worth a purchasing.

OVERALL: 93%



JACK NICKLAUS GOLF

The immortal Jack Nicklaus has endorsed what turns out to be a 3D golfing simulation that's slow, jerky and bug-ridden. Add these incredibly annoying factors with the pathetic graphics and miserable sound and we have a golf simulation that's even over-shadowed by the ancient Nintendo Golf!

OVERALL: 48%

KICKLE CUBICLE

This game is rather similar to Adventures of Lolo, in that you run around a single-screen maze pushing blocks and squashing meanies. Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.

OVERALL: 72%

KUNG-FU

This game weighs in as a conversion of that aging Data East coin-op, Kung-Fu Master (remember that?). There are four levels of horizontally scrolling baddie-bashing included in this Nintendo translation. This might not sound a lot, but the tough, challenging gameplay is quite a laugh. Worth a look for beat 'em fans.

OVERALL: 72%

LIFE FORCE

And they say TV does you no harm. There you were, sitting on the sofa watching your favourite show Aliens, Aliens and More Aliens, before turning over for More Aliens Than You Can Shake a Stick At, when it struck you in a blinding flash - all aliens are evil! Of course, being the moral, upstanding citizen you are you decided to rid the universe of this plague of pointy-eared ne'er-do-wells. So, you and your popcorn-swilling pal leapt into your single-seater space cruisers and set off for far-flung galaxies, hearts filled with cheery thoughts of genocide.

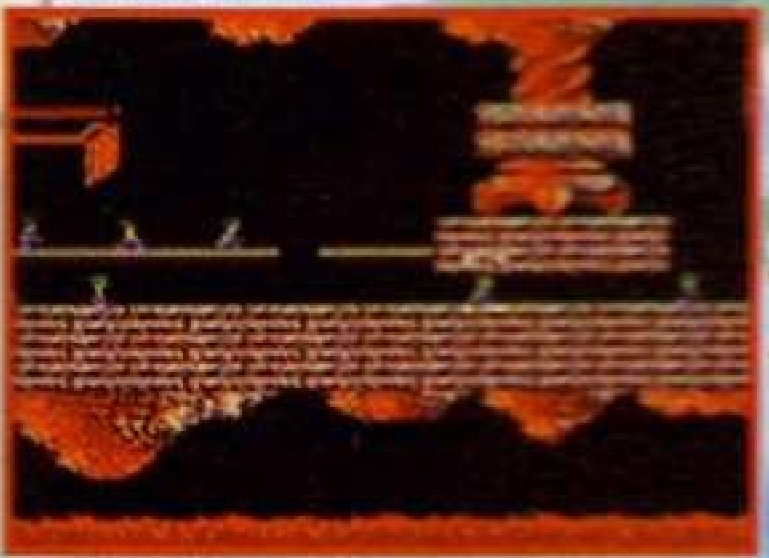
Life Force is the sequel to the smart shoot 'em up Gradius, and is a straight conversion of the old Salamander coin-op. Although the basic feel of the game is very similar to Gradius the graphics are vastly improved, the game is tougher overall and there's the fantastic bonus of a two-player mode. There's as much powering-up, alien-massacring death frenzy action as you can handle, and shoot 'em up fans would be well advised to nab Life Force.

OVERALL: 92%

LEGEND OF ZELDA

This was Nintendo's first RPG, but its simple format makes it far more accessible than most games of this type. With its battery back-up, this game should provide hours of enjoyment for anybody, so even though it's one of the more expensive carts, it's well worth a look.

OVERALL: 86%



LEMMINGS

The 16-bit masterpiece of mind melding meanders over to the NES. Lemmings has a reputation to uphold and Nintendo's 8-bitter does it much justice. It's not the best conversion available but the greatest one available to NES owners! Rescue the Lemmings or forever hang your head in shame.

OVERALL: 85%

LITTLE NEMO

Jolly enough platform romp in which you guide the eponymous hero through the surreal and weird Slumberland world. Fun, but offers nothing that hasn't already been seen in a platform game of this type.

OVERALL: 79%

LOW-G MAN

Once again, we're all aboard the last train to Platform Central, with Low-G Man (so called, because he can jump incredibly high). This game has jerky graphics and wobbly sound, but somehow the urge to see the next level is very high indeed. Although not an essential purchase, give Low-G Man a good, hard look.

OVERALL: 84%

LUNAR POOL

An entertaining idea - funny shaped pool tables - and it's certainly fun for a while. But at the end of the day, pool is pool and unless you're a big fan of eightball, this one's novelty will eventually wear thin.

OVERALL: 75%

MACH RIDER

This is an early Road Blasters clone, in which you have to drive your motorcycle down numerous stretches of highway, zapping any of the other aggressive drivers who get in your way. The official NES Road Blasters conversion isn't really up to much but this lookalike is even worse. The graphics are laughable and the gameplay extremely dull. Leave this well alone.

OVERALL: 36%

MANIAC MANSION

Lucasfilm's first icon-driven adventure is a real classic. It's got great graphics, extremely involving gameplay and logical puzzles - things which its competitor, Shadowgate woefully lacks. Maniac Mansion is a worthy NES purchase, but the high price tag (around £50.00) is a bit of a bum rap.

OVERALL: 89%

MARBLE MADNESS

In this Rare conversion of the brilliant Atari coin-op, you guide a marble around six different isometrically scrolling courses, dodging many bizarre hazards. The programmers have produced a coin-op conversion that's as close to the original as is possible with the Nintendo. Only the lack of levels is the slight downer.

OVERALL: 85%

AMAZING! BUT TRUE (PROBABLY)

FISH FACT No.6: The most distinguishing feature of the Longnose Elephant Fish is the tube-like extension of its lower lip.

1-000000 TOP-000000
PHASE 1

MARIO BROTHERS

In this single-screen platform game, *Mario* and Luigi (this is a one or two-player game) have to run around punching the gantries under the critters to knock them on their backs, and then jump up to the same level and boot them off-screen. It's a nice, cute, simple game, but only truly worthwhile in two-player mode.

OVERALL: 83%

MEGAMAN

Megaman, Megaman, does whatever a mega can, or so the song goes. However, Megaman's powers are actually somewhat limited. He can withstand long falls unscathed and shoot energy beams from his power glove, but sadly there's nothing to rival spinning a web any size and catching thieves just like flies. Still, our cyborg pal is a true hero through and through, so when his creator's arch enemy Dr Wily threatens the world with a number of his own evil cyborg creations, Megaman leaps into the breach, facing almost certain death. What a twonk.

Megaman is getting on a bit now, emphasised by Megaman IV having just come out in Japan. However, it has aged quite well. This is partly due to the graphics, which where way ahead of their time and are still not at all bad by today's standards. It also boils down to the extremely tough gameplay. Some of the puzzles require a lot of thought, and all of them require a darned decent slice of skill. If you think you're up to the challenge Megaman is a worthy purchasement.

OVERALL: 92%

MEGAMAN II

Evil doctors eh? Moriarty, Frankenstein, that one who said there was nothing wrong with you and that you could just bally well stop skiving. No matter how many times you throw them down waterfalls or off battlements they always make a comeback, even more deadly and powerful than ever. The same is true for prime evil-doer Dr Wily. Not content with having been thoroughly duffed over by Megaman in his first outing, Wily is back with even more deranged cyborg terrorists, determined to wreak destruction and doom on planet Earth. Luckily, our saviour Megaman is on top form and ready for another platform/puzzling confrontation.

Megaman II was another of the first crop of games to use the NES super chip for enhanced graphics and sound, and it certainly shows. The size of the sprites, the quality of definition and the fantastic use of colour puts some 16-BIT games to shame! The gameplay is much the same as the first title, a blend of ultra-tough platform japes and tricky puzzles, but there's enough in the new ideas department to make this worth a look even if you've got the original Megaman.

OVERALL: 93%

METAL GEAR

Nice graphics and ultra-violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one screen look pretty much like another. Not a game to put high on your shopping list.

OVERALL: 52%

METROID

Metroid is a graphically impressive, very cleverly put-together arcade adventure with lots of unusual features to keep things interesting. It's a tough game and ardent platform/adventure fans will love it.

OVERALL: 80%

MIKE TYSON'S PUNCH-OUT!!!

Of course, it would be unfair and in bad taste to joke about Mr Tyson's tragic incarceration. But it's not going to stop me gloating. Ha ha! Now someone else can get the world title! Maybe even Harry "Know What I Mean, Frank?" Bruno. Well, alright, maybe not, unless every other heavyweight boxer in the world gets bunged in chokey. Still all this means Mike Tyson's Punch Out may not actually be on the shelves for that much longer.

This is actually a bit of a pity, because this is one of the best boxing games on any system. The graphics, instead of trying (and failing) to be ultra-realistic are very cartoony and humorous. There are loads of moves available and the game packs quite a challenge. The password system does detract from the overall difficulty somewhat, but at the end of the day Punch Out is one of those classic titles no NES owner should be without.

OVERALL: 94%

MISSION: IMPOSSIBLE

This viewed-from-above maze game with espionage overtones casts you as a secret agent, out to overthrow a subversive world-threatening organisation. The graphics and sound are both very effective, and the gameplay itself is addictive and whole lot of fun. Highly recommended.

OVERALL: 86%

NEW ZEALAND STORY

Poor old Tiki - all of his kiwi chums have been kidnapped by a bloated Walrus! So, Tiki needs your help in running around the platform levels, shooting meanies and rescuing kiwis! This conversion is visually very similar to the Taito coin-op, and the sound is actually better! Unfortunately, the game is just too easy to complete.

OVERALL: 79%

NINTENDO WORLD CUP

There's something of a curse on the poor old Nintendo when it comes to soccer games. Nintendo World Cup is a dire shambles, with rancid, flickery graphics, warbling sounds and very limp gameplay. Even when playing with four player with the Four Score adaptor, Nintendo World Cup is a sad digital interpretation of soccer.

OVERALL: 33%

PAPERBOY

Guide your paperboy through seven levels of scrolling isometric mayhem in this conversion of the pensionable Atari coin-op. Paperboy "boasts" retarded, infantile graphics, grotesque colour schemes, a booming cacophony of sounds and frustrating gameplay. The awful responsiveness is yet another nail in the MFI-quality coffin. Avoid!

OVERALL: 30%

PINBALL

This is a real Nintendo oldie, and has been completely eclipsed by the immeasurably superior Pinbot, which is based on a real pinball table. Unless you're after a particularly substandard pinball game for your Nintendo, avoid.

OVERALL: 45%

PINBOT

Rare's conversion of the topper Williams pinball table is excellent, with all the steel ball spang-

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ing-related excitement of the original. With excellent graphics, unbelievable sound, along with brilliant playability, this is one fabbo game!

OVERALL: 89%

POPEYE

This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of lastability. It'll keep you busy for a while, but unfortunately, the novelty soon wears off.

OVERALL: 67%

AMAZING! BUT TRUE! (PROBABLY)

FISH FACT No.7: The Tanganyikan Cichlid catches its prey by half-burying itself in the lake bed of its habitat. This and its blotchy, mottled colouration lead other fish to believe that the Cichlid is actually half-decayed. As other fish swim down to feast on the corpse, the Cichlid pounces and scoffs the lot.

POWERBLADE

It's a return to Platformsville, Arizona in this scrolling game with shoot 'em up elements. Although Powerblade is exceptionally unoriginal, the graphics and sound are fine for this sort of game. What really gives Powerblade its respectable mark is its fun and challenging gameplay.

OVERALL: 88%

PRINCE OF PERSIA

Great platform adventure game which features a superbly animated main sprite. It's quite tricky getting to grips with the comprehensive control method, but once mastered, the challenging and absorbing gameplay will keep you playing for ages.

OVERALL: 87%

PROBOTECTOR

Don't be fooled by the name - this is the official NES version of Gryzor, the great horizontally scrolling shoot 'em up. All the levels of the coin-op are here and the blasting action is fast and furious. A great NES blast.

OVERALL: 81%

PRO WRESTLING

Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either, sporting very weak spot effects. Our advice is to go for Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer.

OVERALL: 45%

RAD RACER

This is quite a few years old now, and surprisingly, it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating Rad Racer in the playability stakes. The smart 3D graphics make this look good and play good, so if driving games are your bag, this is a must.

OVERALL: 80%

RAD GRAVITY

Strut around the universe with the coolest intergalactic hero of them all, Rad Gravity. It's up to Rad to run around platform levels looking for co-ordinates for new planets to visit. Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.

OVERALL: 82%

1UP
HIGH SCORE
2UP

RAINBOW ISLANDS

Oh no! The Rainbow Islands have been occupied by the Boss of Shadow, Baron von Blubba and his nasty little minions. It's up to Bub and his power of the rainbow to put a stop to Blubba's skylarking over seven levels of vertically scrolling platform action. This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.

OVERALL: 67%

RC PRO-AM

RC Pro-AM is one of the most playable NES titles around. Both the graphics and sound are spot-on and there's plenty of action to keep you going for a long time as you race a variety of radio controlled vehicles around a series of very tight tracks against mad computer drivers. Now superceded by the superior sequel.

OVERALL: 85%

DRAG RACE

TO POWER YOUR CAR DOWN THE TRACK, PRESS "A" THEN "B" AS FAST AS POSSIBLE.

RC PRO-AM 2

NEW

Four-player action abounds (provided you've got a Four Score adaptor) in RC Pro Am 2, an updated, revised and tweaked version of the original featuring better graphics and sound and faster gameplay. Although not quite in the league of the incredible Micro Machines, RC Pro-Am 2 is definitely worth a look, especially if you're after a good Four Score title.

OVERALL: 87%

RESCUE

Based on the French computer game, Hostages, this is a multi-level assault game, casting you as leader of a bunch of SAS guys out to ruin some terrorists' plans for world domination and rescue (hence the title) some hostages. The graphics and sound are poor, but the real problem with Rescue is that each sub-level is very dull and too easy to complete.

OVERALL: 41%

RESCUE RANGERS

Those cheeky chipmunks, Chip 'n' Dale hit the Nintendo in a platform game of their very own, programmed by coin-op giants, Capcom. With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.

OVERALL: 88%

ROAD BLASTERS

If you were a fan of arcade Road Blasters this conversion may come as a disappointment. The graphics and sound are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get through all 50 levels in a few games. Once completed, Road Blasters doesn't have much to attract you back for more.

OVERALL: 48%

ROAD FIGHTER

Brace yourself for what must rank as the worst console game EVER! Road Fighter is a vertically scrolling road race game a little like Spy Hunter, but without the extra weapons, decent graphics or gameplay. Indeed, the scabrous, retarded game we have here is devoid of all fun and excitement-inducing qualities and is a complete waste of money.

OVERALL: 9%

ROBOCOP

The film's great, but this game is sad. Rubbish graphics, dire sound, sluggish controls and very repetitive gameplay don't makes this things much fun in this platform game. Considering the all-action movie, a lot more should have been made of this.

OVERALL: 60%

ROBOCOP 2

Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features. There are tons of games like this, so shop around before you buy.

OVERALL: 76%

ROLLERGAMES

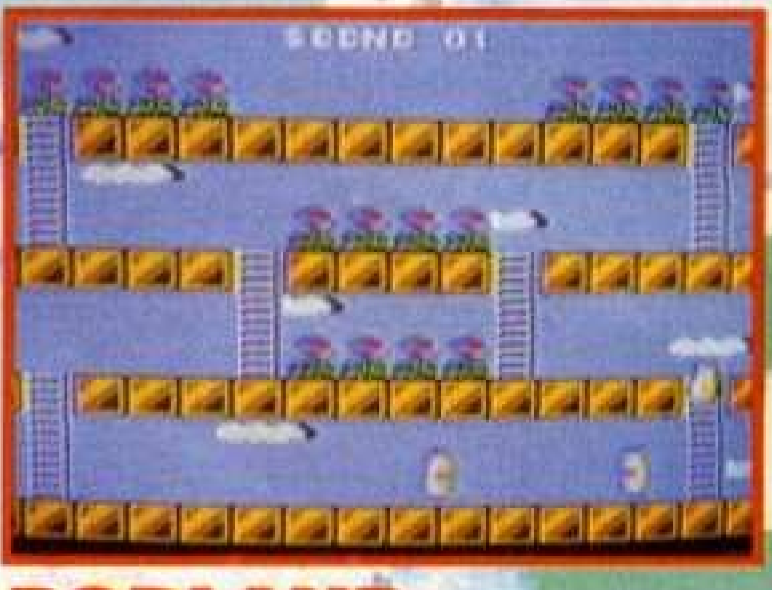
Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.

OVERALL: 76%

ROBO WARRIOR

An original, but ultimately dull game in which you bomb your way through a series of baddie-packed screens. It sounds more exciting than it is because the action is so limited and slow.

OVERALL: 51%



RODLAND

A bit of a sticky one this. Most of the time the game is simple and entertaining platform affair however it is a routine that switches between this and comparatively tough bosses. Still, if games like Rainbow Islands and Bubble Bobble are your thing then Rodland is likely to please.

OVERALL 79%

RUSH 'N' ATTACK

Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence. The graphics and sound are adequate rather than outstanding, but they do the job and help make this a bloody, enjoyable rough-house romp.

OVERALL: 83%

RYGAR

The graphics in this beat 'em up are okey-dokey and the gameplay is fairly interesting (thanks to the nice weapons), but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.

OVERALL: 70%

SECTION Z

If you've ever wished for a Side Arms-type game for the NES, this is probably the nearest thing to it, though don't take that as a recommendation. The game is severely lacking in excitement just because it's so repetitive and the weapons are completely weedy. Save your money and your sanity.

OVERALL: 46%

720 DEGREES

This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.

OVERALL: 84%

SHADOWGATE

Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios. The solutions to each puzzle are completely illogical (OPEN a skull to find a key? We think not), making for an annoying adventure with crappy graphics and nauseating sound to boot.

OVERALL: 26%

SHADOW WARRIOR

Join Ryu as he runs around the scrolling plat-

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forms levels, meting out Ninja death to the evil minions of the Overlord. Converted from the coin-op, this a great slash 'em up that's well-presented with groovy graphics and sound. This is challenging and superb fun and well worth your pounds sterling.

OVERALL: 89%

SILENT SERVICE
A submarine simulation? On the NES? Yes indeed, and while it might sound boring, it's not. It's addictive and involved and is a must for those who want to use their Nintendo to play more than just platform games and shoot 'em ups.

OVERALL: 87%

SIMON'S QUEST
On the surface, Simon's Quest isn't much more than an extended version of the original with a few additions to the gameplay. Having said that, the original was pretty good, so the follow-up can only be even better. There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.

OVERALL: 85%

AMAZING! BUT TRUE (PROBABLY)

FISH FACT No.8: The developing eggs of the Tomato Clownfish require the constant attention of the the male before hatching. The father cleans and fans the eggs until the day when the fry are fully developed. The eggs also require a period of complete darkness to hatch.

SIMPSONS: BART VS THE SPACE MUTANTS
Enjoyable game-of-the-telly-show in which you guide Bart around the horizontally scrolling town solving puzzles and avoiding the baddies in an attempt to thwart the intentions of the marauding space aliens. Not exactly action-packed, but fun nonetheless.

OVERALL: 88%

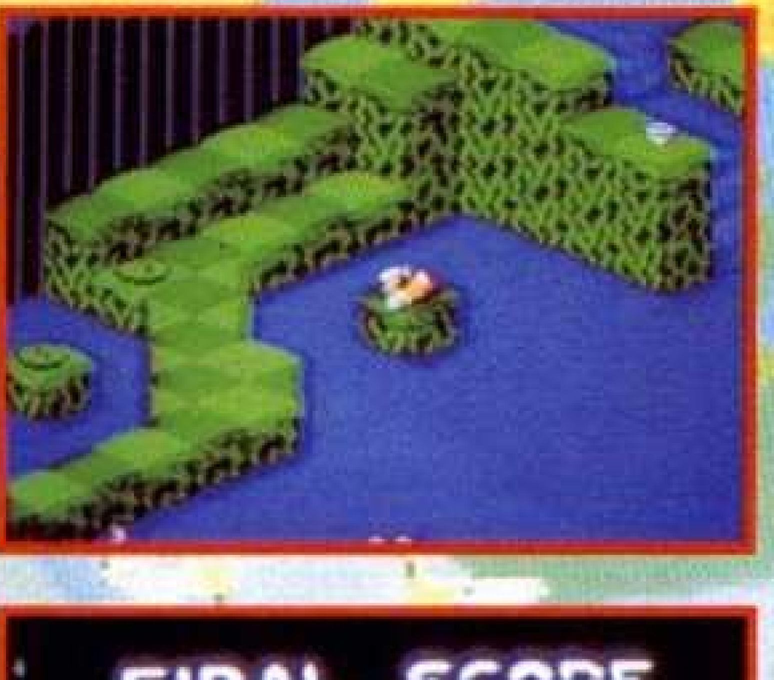
SKATE OR DIE
Skate or Die is divided into five different sections: the downhill race, freestyle on a half-pipe, downhill jam where you fight an opponent, half-pipe high jump and pool joust where you battle other players. It's a fun game with great graphics and is highly recommended to board thrashers.

OVERALL: 82%

SMASH TV
By the title you may think that this game is based on the zany antics of a group of ram-raiders and their bodged attempts to turn over a branch of Dixons. However, it is in fact a conversion of the huge Williams coin-op of a couple of years back. The plot concerns a lethal game show where one or two players rush around a maze of TV studios shooting the flipping blink out of hordes of robotic drone enemies. Some of these foes are armed with clubs, some have tanks and some take up almost the entire screen and have a full arsenal of cannons and flame-throwers. However, there are lots of extra weapons to pick up, and huge stacks of bonus prizes to boost your cash prize total.

The task of converting such a fast-moving coin-op, where the screen is always packed with millions of enemies, to the NES was no easy one. However, the resulting title is about as good as could possibly be hoped for. Apart from the loss of one special weapon this is a complete, full and really excellent conversion of the ultra-violent original. Death fans should rush out and purloin this immediately.

OVERALL: 90%



FINAL SCORE
RATTLE
285250
ROLL
000000

SNAKE, RATTLE 'N' ROLL
Only top NMS designer Fraser could possibly come up with a worse pun than the title of this game. Fortunately, the cart itself rises far above the rather feeble word-play that comprises its nomenclature. Snake, Rattle and Roll concerns the adventures of two snakes (Rattle and Roll, one supposes) and their quest to become the fattest snakes in history. To do this, they must eat as many Nibbly Pibblies (a type of fast-moving snake food) as possible. The more weight they put on, the longer their bodies become. At the end of each level is a set of scales. Only when the snakes are chubby enough may they progress to the next level.

Snake, Rattle and Roll is another product of Rare, those renowned NES programmers, and it's pretty obvious to see where they got their excellent reputation from. This is a very original twist on the platform genre, with the isometric viewpoint providing three dimensions of possible platform permutations. The excellent (and quite hilarious) graphics add atmosphere to the proceedings and the tough gameplay means there's weeks of play, at least, to this game.

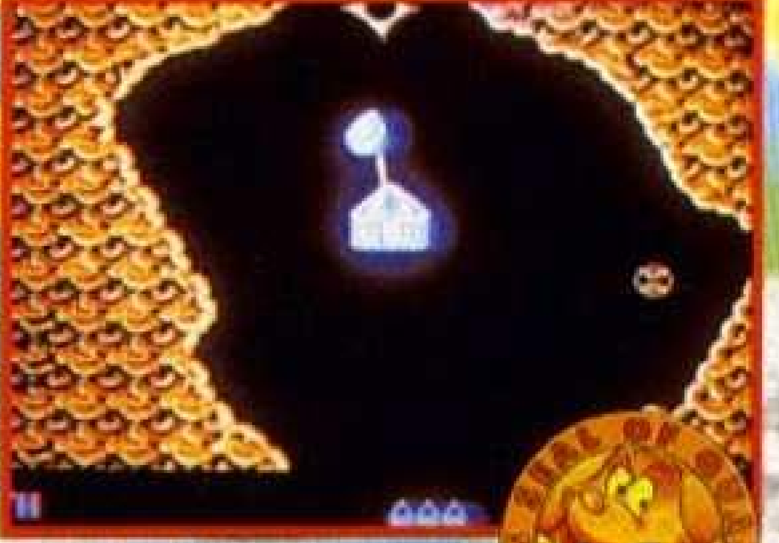
OVERALL: 94%

SNAKE'S REVENGE
Snake (the hero of Metal Gear) is back, and this time he's vowed to destroy a jungle-based legion of enemies. This generally involved running around the jungle (for jungle, read maze), blowing away enemies and rescuing hostages. Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.

OVERALL: 49%

SOCCER
The action in this football game is a little slow, and the graphics are only adequate but it plays quite while and that's what counts. And even though it's positively ancient, it's still miles better than all the newer Nintendo football games.

OVERALL: 83%



SOLAR JETMAN
Once upon a time, there was a computer. And the computer's name was Spectrum. There were many games on this machine, each one taking about three years to load. However, some of these games were real gems, not least of which were the Jetman games by Ultimate software. Years on, the Spectrum unfortunately died. However, Ultimate lived on, under the new name of Rare, and proceeded to program loads of games for the NES, including this, an updated and revised adventure featuring none other than Jetman.

This cart sees Jetman scouring the solar system for lost pieces of the mystical Golden Warship, the fabulous spacecraft which would make him his fortune. It's a bit like the old coin-op Gravitar, or indeed, the old Speccy budget game Thrust, but with a more fluid control system and more complicated level layouts. Tough, addictive and great fun, Solar Jetman is a game no NES owner should be without.

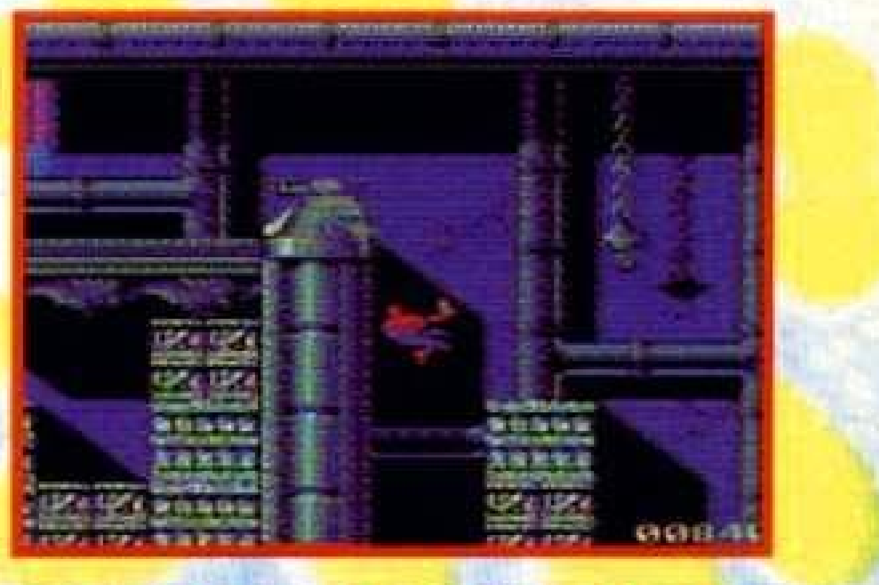
OVERALL: 95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. If you're after some mental stimulation from your Nintendo this has got to be somewhere on the shopping list.

OVERALL: 83%

SOLSTICE
This is the first game from English firm, Software Creations, and it's a goodie! Guide your little man around the forced perspective backdrops, solving puzzles and blatting meanies. With its excellent graphics, amazing sound and involving gameplay, Solstice is an essential purchase.

OVERALL: 89%



SPIDER MAN AND THE RETURN OF THE SINISTER SIX
NEW

Hey hey! It's Spidey, back for more platform japes! This time he has to foil the nefarious plots of the Sinister Six. A not-bad game which is made somewhat redundant by the wealth of other games of this ilk. Still, Spiderman fans should like it.

OVERALL: 70%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your computer, or better still, human opponent. It doesn't have the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.

OVERALL: 84%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.

OVERALL: 54%

SUPER MARIO BROTHERS
Plumbing eh? What an adventure. When a plumber turns up at your house three days late, wades through the three feet of water in your kitchen, stares around insolently and then disappears for hours while you thought he'd be seeing to your U-bend, it's just because he's a workshy skiver who couldn't care less about your drains, oh no. It's because he's on a magical quest, a battle of good and evil if you will, in a secret world somewhere in your pipes. Take for instance Mario and his brother Luigi, plumbers both. Most of their lives are spent clearing blocked pipes by defeating the evil dictators which lurk inside them. And saving some princess.

There isn't a gamer alive who doesn't know about Mario. He's the most recognisable character in the United States (beating every major

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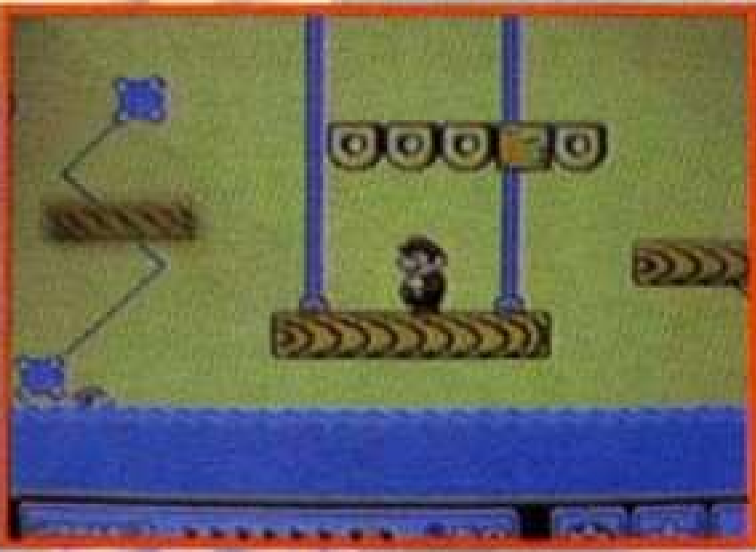
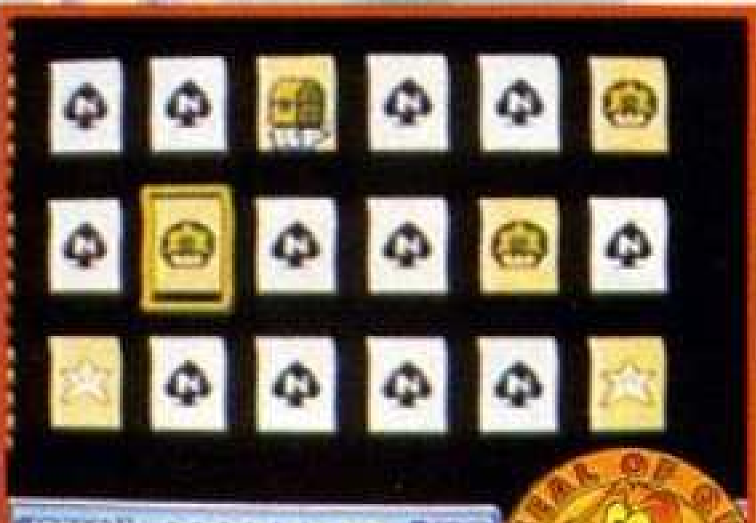
film star) and has raked in billions for Nintendo thanks to his spiffing platform adventures. This is the first in the series and was originally given away with the NES machine, and it's great. Fast moving, challenging and great fun.

OVERALL: 95%





SUPER MARIO BROTHERS II

Turtles. Just like anyone, turtles can be either good or bad. Take for instance those "totaly awesome cowabunga dudes" Teenage Mutant Ninja ones. They're always ready to fight crime, help old ladies across the road and do odd jobs for a five pence donation to charity. However, there is a dark side to turtledom, one which is embodied in the macabre Koopa Turtles, willing slaves to their king, Bowser. It is this sort of vicious conniving amphibian plumbers Mario and Luigi have pledged their lives to wipe out.

This is the best-selling sequel to the astonishing Super Mario Brothers. There's a choice of four characters instead of the usual two, each with their own unique abilities, and hordes of new puzzles and even harder platform malarkey. Although superceded by the third Mario game, this is still a top quality purchase for platform fans.

OVERALL: 96%

SUPER MARIO BROTHERS III

Mario's back! And this time, he hasn't brought his brother. After deciding Luigi was seriously cramping his style vis a vis his situation with the lovely Princess Daisy, Mario has charged his sibling with clearing up the municipal guttering at the town hall, whilst he, Mario, tackles the magic drains of Mrs Schtenk. Of course, this means Mario must once again face the forces of Bowser, but this time without the loyal support of his faithful bro.

Generally acclaimed as possibly the greatest video game ever written ever, Mario III is absolutely brill. The graphics are enhanced by the NES super chip, and they're an absolute feast of colour and smart animation. The game map is absolutely huge, and there's loads of sub-games and other treats to add a bit of variety. Definitely the best NES game around, and one which absolutely no NES owner should be without, really honestly this time.

OVERALL: 98%

Q - Name the hero of the fine game Boulderdash.

SUPER OFF-ROAD

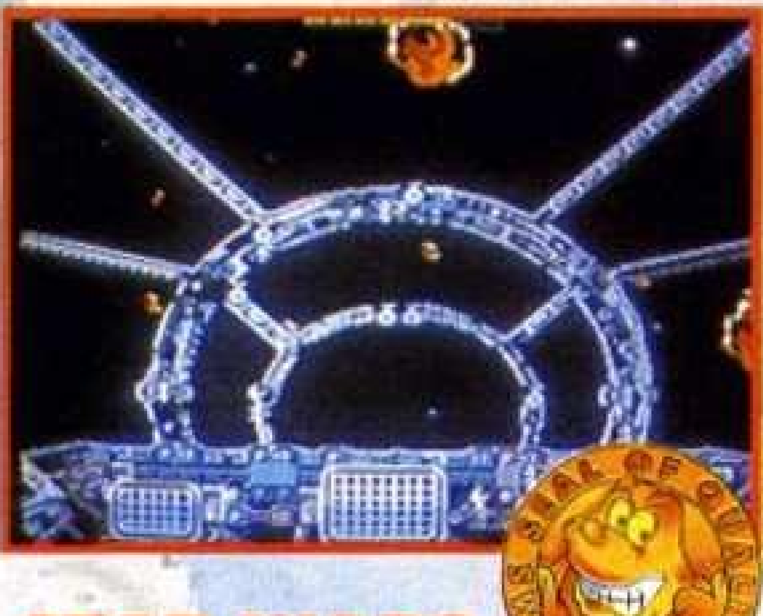
Ivan "Ironman" Stewart's Super Off-Road is a superior Super Sprint-style NES game, that's great fun when playing with the four-player Four Score adaptor. It's yet another skill Rare game, and a very close coin-op conversion. The repetitive nature of the game may put some people off, especially when played in one-player mode.

OVERALL: 81%

SUPER SPIKE VOLLEYBALL

Visit the beaches of America to participate in a series of Volleyball matches in this cool sports simulation. With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.

OVERALL: 83%



STAR WARS

I'll never get off this hick planet! Help me Obi Wan! Luke, I am your father! I'll never join you! Tell your sister you were right! Well, that's the quick plot surmise out of the way. Star Wars is of course one of the most famous film trilogies of all time, and so it jolly well should be because it's brill. It's all about this farming kid who wants to be a pilot, right, and there's these, like, magicians called Jedis, and there's these aliens and this emperor and these rebels, right, and..ahh, never mind. Anyway, it's a great cinematic feat and it was all dead exciting even though some of the subplots concerning long lost sisters and the like were a bit, erm, improbable.

Now Lucasfilm, the people who brought you the films, have converted the first part of the series to the NES. The action is split into a number of different sections, from overhead-view landspeeder shoot 'em up bits to blinking rocko platform levels to 3D first-person perspective shoot outs. Star Wars is possibly the hardest game available for the NES, but that shouldn't be offputting because it's just so darned enjoyable. Exciting and varied, Star Wars is an NES classic.

OVERALL: 95%

SWORDS AND SERPENTS

Big role playing game very similar to the Bard's Tale computer game series. Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.

OVERALL: 81%

TEENAGE MUTANT HERO TURTLES

Although they're now tragically unhip, Turtles is a fun game that provides plenty of beat 'em up action, a hint of exploration and taxes your brains too as you rescue April O'Neil. Worth checking out.

OVERALL: 86%

AMAZING! BUT TRUE (PROBABLY)

FISH FACT No.9: When threatened, the Marine Betta, Calloplesiops altivelis, hides in a cave or crevice, but leaves its tail sticking out for the pursuer to see. This is because the tail of this fish bears a surprising resemblance to the head of a Moray Eel. Suffice is to say that most would-be predators quickly scarper sharpish!

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME

Take control of the bygone heroes in a half-shell in this simultaneous two-player game based on one of the most popular coin-ops ever. Turtles II is a very close conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.

OVERALL: 64%

TENNIS

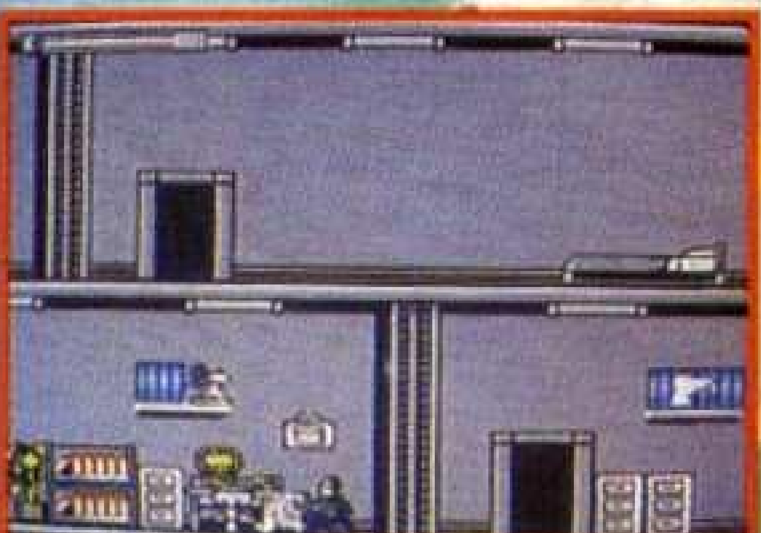
The graphics aren't the greatest and there's not much sound to speak of, but Nintendo Tennis is quite playable. It's the only Tennis game available on the NES anyway, so if you want to hold Wimbledon indoors next year, it's either this or nothing.

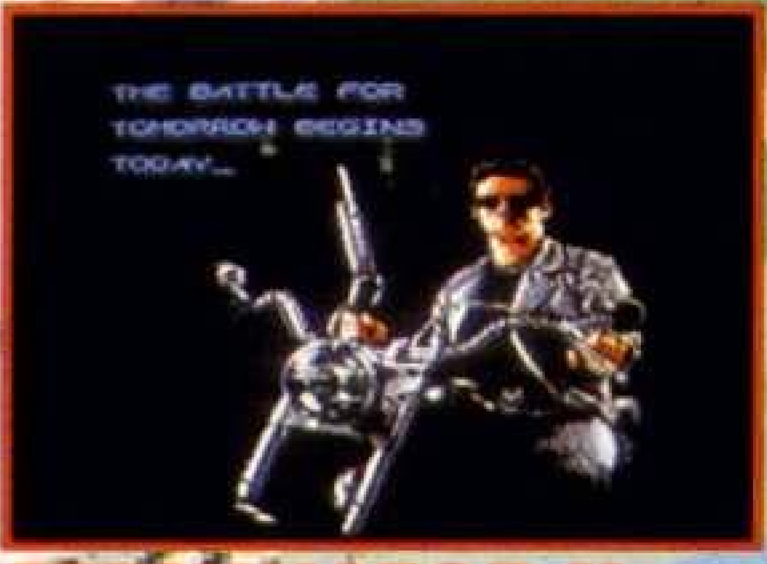
OVERALL: 75%

TEN-YARD FIGHT

A conversion of the old Irem coin-op, this is one of the only arcade-style American football games available on any machine. It's simple, but fun and is worth looking at if you're new to American football and want to learn more about the sport.

OVERALL: 76%





TERMINATOR II

One of the greatest movies of all time could've been an NES game to end them all. Unfortunately, what you get are five limited levels, most of which are set around a tedious platform environment. The game isn't awful - it's just dull and very unoriginal. For die-hard movie fans only.

OVERALL: 72%

TETRIS

Blocks come in many shapes and sizes. There are road blocks, blocked noses, blocks of flats and, on that new Spectravideo hand-held, Happy Blocks, Laughing Blocks and Dancing Blocks. However, the blocks which concern us todays are some of the most fiendish Russian block arrangements since the Rubik's cube. They are the blocks you must piece together in Tetris. Tetris has been converted to just about every system in existence, including two conversions to the NES. Sadly, the better of the two versions was banned in this country (something to do with infringement of copyright). However, Nintendo's own Tetris cart is here to save the day.

Tetris is one of those games which looks simple and deceptively dull, but once you start playing it you're quickly drawn in and hooked forever. An ideal way to pass a couple of minutes, but which generally leads to about two hours of solid play, Tetris is the closest thing to the perfect puzzle game yet devised. Although this is the lesser of the two Tetris carts, it's still absolutely fab. The control system is easy to handle, the competitive two-player option has been included and the music is pretty good too. Another one of those belongs-in-every-collection games.

OVERALL: 91%

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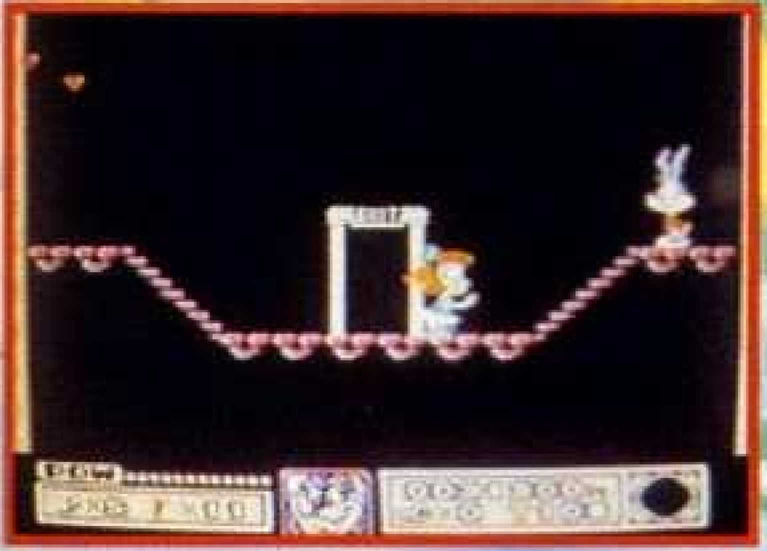
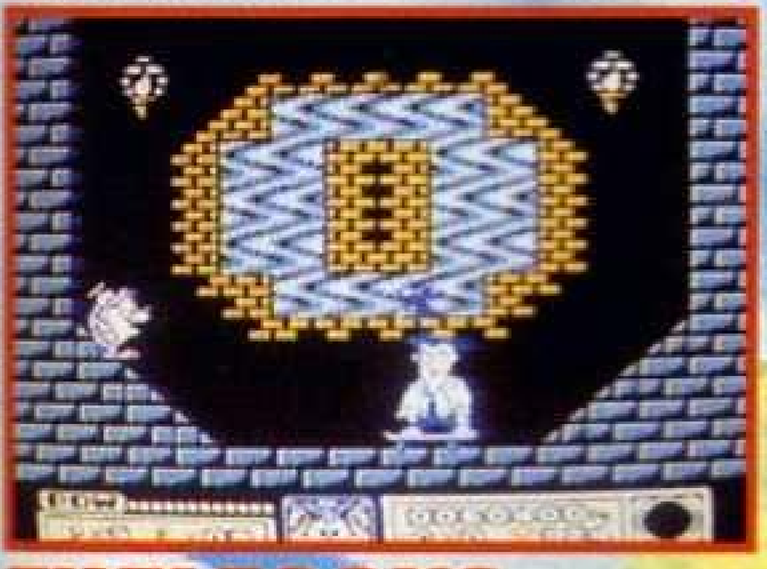
TIGER HELI

This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. The graphics are pretty samey throughout the entire game, the sound is equally bland and the gameplay is only average. Not the greatest of shoot 'em ups.

OVERALL: 65%





TINY TOONS

Yet another NES platform game, this time starring baby versions of famous cartoon characters. The graphics and sound are great, and the gameplay fun enough to keep you at it for yonks.

OVERALL: 86%

TIME LORD

This game has a great idea and plot, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd come to expect from an MB Games cartridge.

OVERALL: 60%

TOM AND JERRY

With all the potential fun and frolics of a Tom and Jerry game, it's a shame to see them reduced to starring in yet another unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available. What a waste...

OVERALL: 78%

TOP GUN

Though this wouldn't take anyone's breath away, the 3D combat is quite exciting, and requires a fair bit of joypad skill. The graphics aren't bad at all, and on the whole, this is a smart game. If you yearn for something flight simulator-ish on your Nintendo, check this one out.

OVERALL: 79%

TOP GUN II

You ARE Maverick - the Top Gun of the title, and it's your aim to take to the skies, complete a number of missions and blow up all the MiGs you can in the process. Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed. Only the one-on-one two-player mode is a good laugh.

OVERALL: 51%

TOTALLY RAD

Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.

OVERALL: 74%

TO THE EARTH

This is the most recent of the Zapper gun titles, and it's probably the best of the lot. Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.

OVERALL: 80%

TURBO RACING

The NES is not well catered for when it comes to road racers, so it's nice to see a good, fast action-filled effort like Turbo Racing. Although the graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.

OVERALL: 80%

TRACK AND FIELD II

Featuring a massive 15 events (hurdles, pole vault, hammer throw, archery, clay pigeon, pistol shooting, canoeing, hang-gliding, Taekwondo, fencing and arm wrestling), this is graphically and sonically superb. With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.

OVERALL: 89%

TROG

Trog is a PacMan-style coin-op (two girls are playing it in the arcade scene in Terminator II) which depicts you as a caveman out to save his eggs (???) from various prehistoric terrors. The graphics are well-animated and very cute, but no amount of presentation can disguise the simplistic gameplay.

OVERALL: 70%

TROJAN

This is quite a decent beat 'em up, (converted from a popular coin-op of yesteryear) but though the graphics are fine, the gameplay is a bit dull. A few more powerful weapons would have helped make this above-average quality game into something quite special.

OVERALL: 72%

AMAZING BUT TRUE! (PROBABLY)

FISH FACT No.10: Ichthyology is the scientific name for the study of fish. However, students of water-based life have the choice of obtaining qualifications in Marine Biology or even Fishery Studies. Or A-level Fish.

URBAN CHAMPION

Urban Champion is a fairly ordinary beat 'em up in which you fight a variety of foes. The graphics are rather dull, and it doesn't take long before this four-year-old game gets rather boring. If you're after a good beat 'em up, check out something like Double Dragon instead.

OVERALL: 54%

WILD GUNMAN

If you've got a zapper gun, stick it into your holster and ride into town and battle a bunch of merciless hoodlums who've been whoopin' it up and scarin' all the townsfolk. The graphics are colourful and bright, and the aim is to simply blast away as many bad dude cowboys as possible. It's quite good fun, but gets a bit boring after a while.

OVERALL: 67%

WIZARDS AND WARRIORS

This is a smart-looking, but simplistic platform game which requires an awful lot of jumping skills and little else which all gets a bit monotonous after a while. There are several superior platform games available on the NES, the Mario games for example, and the Megaman series.

OVERALL: 72%

WORLD WRESTLING

This has got well-animated graphics, plenty of moves and enjoyable gameplay, and while it doesn't feature the characters from WWF like the official title does, we still think it's the best wrestling game on the NES.

OVERALL: 84%

WRECKING CREW

The graphics are simple, but nicely drawn and the soundtracks are superb, making this platform hammer 'em up a treat to play. It's not easy, and there are loads of screens and even a designer option if you want to try and make your own!

OVERALL: 81%

WWF SUPERSTARS OF WRESTLING

Leap into the ring of the All-American World Wrestling Federation along with all your favourite wrestlers from the popular TV series. This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.

OVERALL: 80%

XEVIOUS

The original coin-op's best feature was its pretty graphics, and these haven't been translated too well to the comparatively chunky-pixelled NES, so all you're left with is a passable, but hardly exciting up-the-screen blast.

OVERALL: 65%

ZELDA II: ADVENTURE OF LINK

The evil villianess puppet from Terrahawks is back - and this time she's brought her dad! Well, actually, that's not strictly true. First of all, there's no parental villainy in Zelda II. Secondly, it's not even about the main arch-fiend from the aging Gerry Anderson TV show that didn't really prove as popular as all his other efforts. Still, poor old Link is still searching for the eponymous (and indeed, legendary) Zelda, and it's up to you to help him in this Sprawling RPG with arcade overtones.

Zelda II is one of the biggest games the NES has ever seen, it takes literally days just to find your way around the map. You may think that this sounds daunting, especially as it's, shudder, and RPG. But Zelda II is no ordinary RPG. It's very fast-paced with minimal fussing about over hit points and the like and maximum emphasis on the puzzles and plots involved. There's also a fair share of arcade action involved as you explore. Even non-RPG fans will flip at this, and although the price tag is somewhat hefty Adventure of Link is easily worth a go.

OVERALL: 94%

SYSTEM SHUTDOWN

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FRONTLINE**

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Ten Things You Never Knew About Radion Automatic...

I'M RAD
HELLO!

1. He once borrowed Paul Davies' Walkman, but the earpieces were allegedly so grunged up on their return that he now faces a lifelong ban...

2. ...so he bought his own, buried it in the sand and made up some cock and bull story to get it fixed at Dixons when it refused to work.

3. Nobody can explain why just one half of Rad's head is shaved. Suggestions include that he's got left-handed lice, a one-eyed barber or a lobotomy plate which must be permanently exposed for inspection...

4. Rad has not worn a pair of long trousers in at least a year, and proudly displays a series on grazes and gashes on both knees. Quite how they get there is anybody's guess...

5. Rad's breakfast repast is always the same: a Mars Bar, a Lion Bar and a can of Sugar-Free TAB clear. Fueled by the many vitamins contained therein, he begins the day in earnest at 1pm.

6. His desk has been voted EMAP's untidiest, an accolade of which he is justly proud. His mascot is a Glyptodon - a plastic dinosaur vaguely resembling a light green turd.

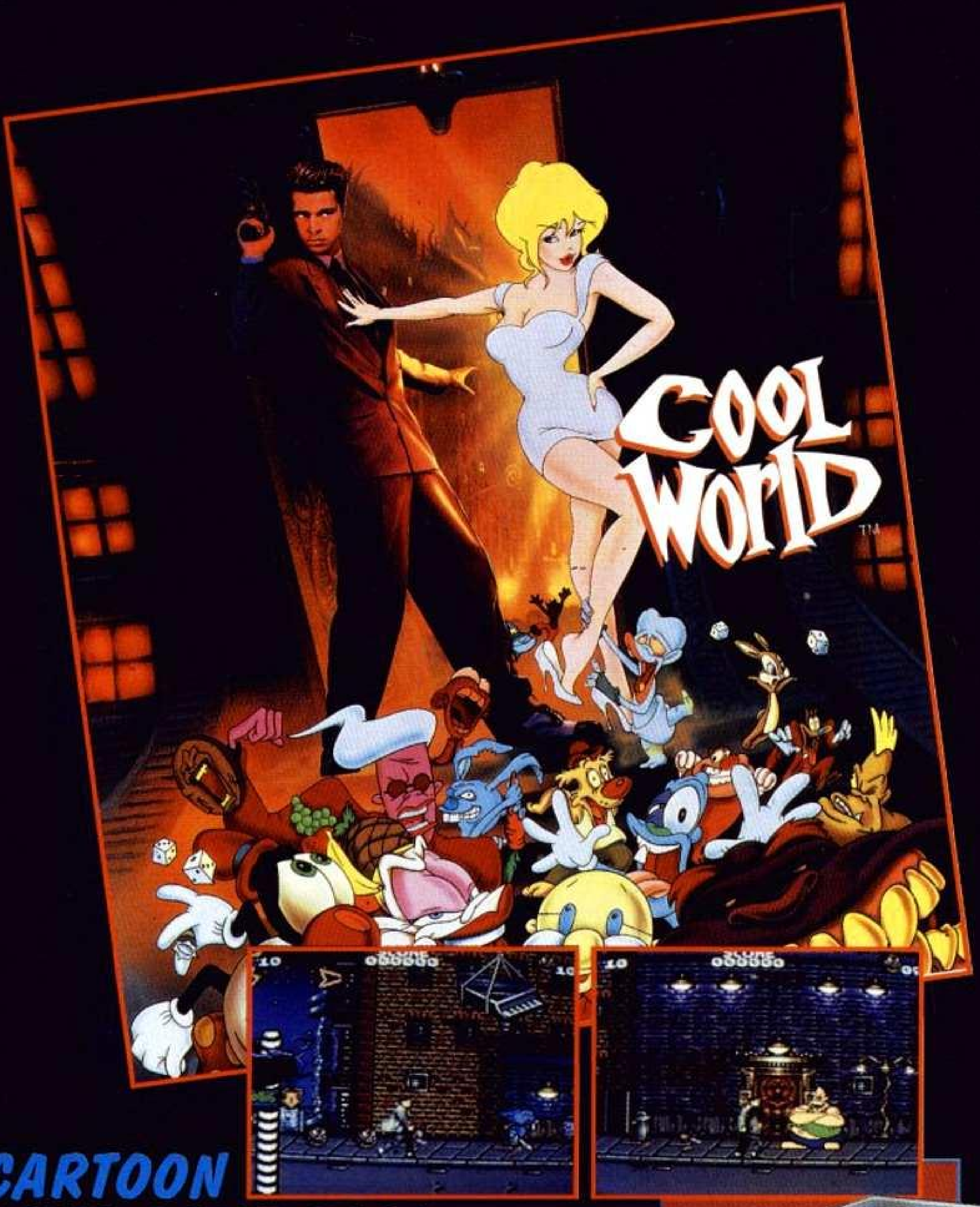
7. Rad is the proud owner of a couple of dodgy videos, whose illegality he regularly blows out of all proportion to anyone who doesn't know how tame they really are.

8. One day Rad decided to dye his hair black. Everything went according to plan until he had finished, when he used his flatmate's towel - a present from said flatmate's girlfiend. The towel started life orange. Now it's black.

9. Rad is one of the star performer's on Sky One's Games World. He is one of the Videators on Friday night's Beat The Elite show, grinding the odd ne're-do-well into the ground in a wide variety of gamesm and generally swanning about being a bit of a star.

10. Rad is one of the most colourful and popular members of the NMS team, who can take a joke with the best of them and is no doubt laughing his socks off right now. As usual, he's also in Next Month's NMS - so buy it before his head gets any bigger...

HOLLI WOULD IF SHE COULD ...and she will



CARTOON LAND GONE BAD!

Whilst publishing his underground comic, Jack Deebs has unwittingly created a parallel universe inhabited by cartoon characters known as ***DOODLES.***

You are transported into ***COOL WORLD*** *and seduced, through engaging messages, by the Doodle vamp...* ***HOLLI.*** *Visual jokes and gags punctuate your adventure as you hop to and fro between reality and* ***COOL WORLD.***

But Holli's dream is to shed her Doodle identity... to become a real woman - with a real interest in Jack!

A DREAM THAT COULD DESTROY BOTH WORLDS!

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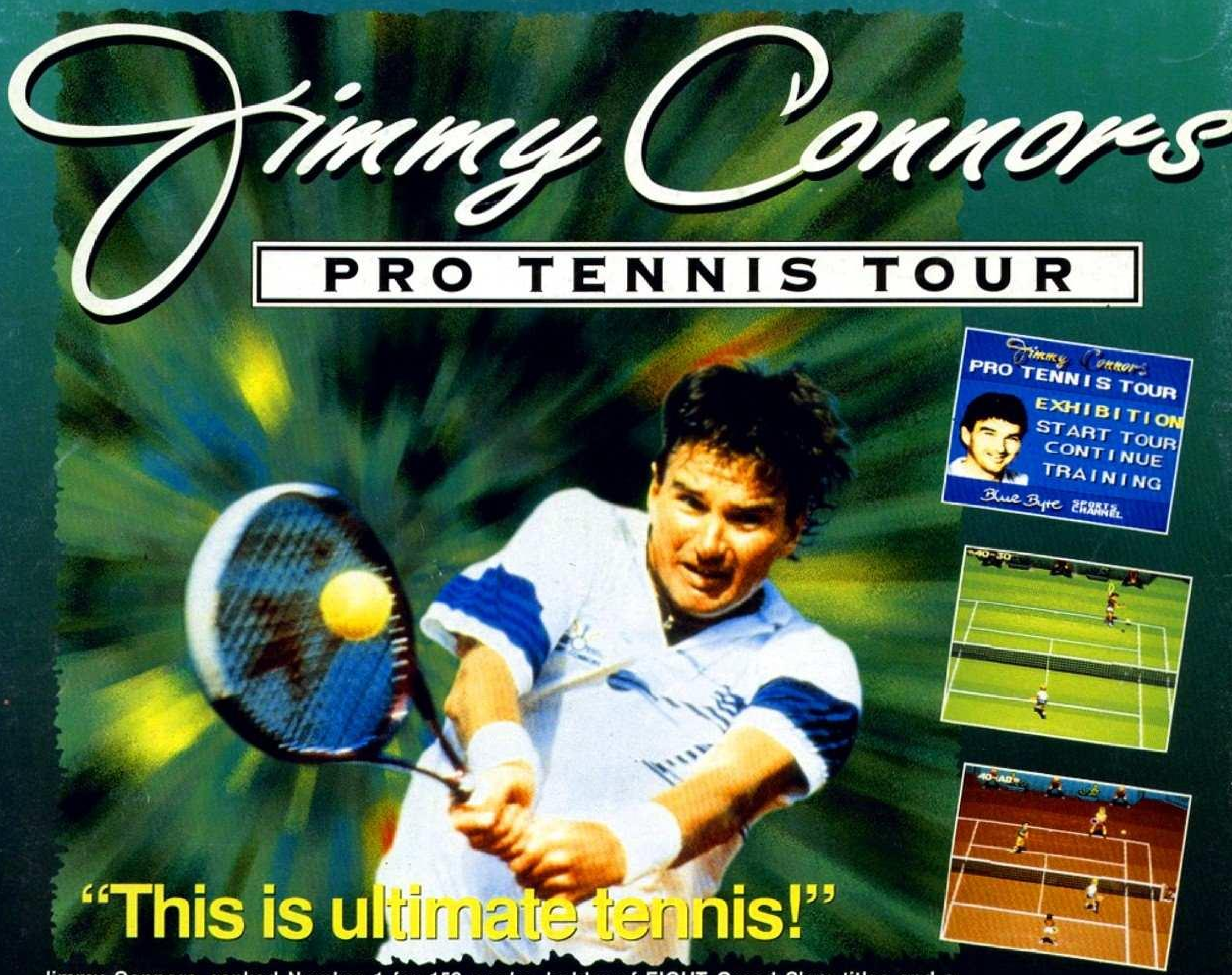
Jimmy Connors
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Jimmy Connors
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START TOUR
CONTINUE
TRAINING
Blue Byte
SPORTS CHANNEL
40-30
40-AD
"This is ultimate tennis!"

Jimmy Connors, ranked Number 1 for 159 weeks, holder of EIGHT Grand Slam titles and a record 109 single titles - more than any other male player in history - is the GREATEST tennis champion ever! Now YOU'RE Jimmy Connors, battling your way to the Number 1 spot. Past sixteen professional opponents. On center court of the most prestigious tournaments on the world circuit.

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Work with five professional coaches to hone your shots-lob, volley, forehand, backhand, net and serve. Play one or two player against one, two or three computer opponents. Realistic graphics and awesome sound. This is professional tennis at its very best!

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◆ Choose two control modes: Full or Easy Control
◆ Play singles or doubles
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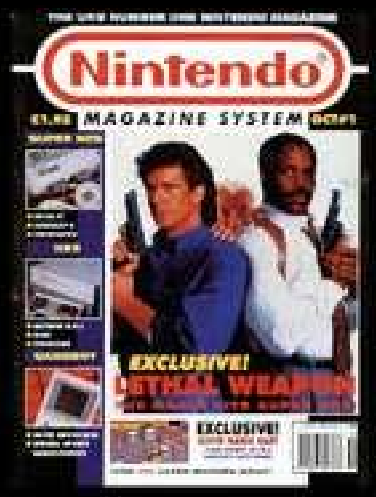

WE ARE A GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME. NAMELY CLASSIC VIDEO GAME MAGAZINES.

OUR GOAL IS TO PRESERVE THESE MAGAZINES BY DIGITIZING THEM BEFORE THEY ARE LOST FOREVER.
BESIDES LETTING PEOPLE ENJOY THE ARTICLES DIRECTLY THROUGH THE SITE, WE ALSO CREATE CBZ FILES CONTAINING THE COMPLETE MAGAZINES FROM START TO FINISH, WHICH GIVE US THE BENEFIT OF CREATING MUCH HIGHER QUALITY VERSION THAN WHAT'S FEASIBLE ON A WEBSITE.
THIS WAY ANYONE WHO IS BUT A MOUSE CLICKAWAY WILL BE ABLE TO ENJOY THEM ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000,
UNLESS PERMISSION HAS BEEN GRANTED BY THE SPECIFIC PUBLISHER IN QUESTION TO DO OTHERWISE.
THE ONLY EXCEPTION TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM:
REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEWER MAGAZINES, WHICH MEANS WE WON'T BE SCANNING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES:
THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO HAVE ANY KIND OF NEGATIVE EFFECT.

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING THEIR MAGAZINES FOR MANY YEARS TO COME.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE.
FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS,
TO EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, PRESERVING AND RELEASING THESE MAGAZINES.

FOR PEOPLE WHO ARE LOOKING TO HELP US OUT, IN WHICHEVER WAY POSSIBLE, BE IT BY DONATING MAGAZINES, SCANNING OR EDITING, PLEASE JOIN US ON THE FORUMS.

ONE LAST THING:
IF YOU COME ACROSS PEOPLE TRYING TO SELL ANY OF OUR RELEASES, PLEASE DO NOT SUPPORT THEM!

THANK YOU.

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